

ISSUE NO.  
**275**  
JANUARY  
FEB/MAR PRE-ORDER

# GTM

GAME TRADE MAGAZINE



## Castle Panic®

SECOND EDITION



\$3.99 US \$3.72 CAN

35001

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PRINTED IN CANADA

### IN THIS ISSUE:

- LIMITLESS ADVENTURE AWAITS IN ROWAN, ROOK AND DECARD'S *DIE THE ROLEPLAYING GAME!*
- PLAYFUL KITTENS AND CATS CONTEST FOR SUPREMACY IN *BOOP*. FROM SMIRK & LAUGHTER!







Marvel: Age of Heroes is an epic strategy game in which each player commands a duo of X-Men who are dispatched to defeat villains and complete objectives. Your team will collect resources and power-ups before embarking on dangerous missions in a variety of unique and challenging scenarios.

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## COVER STORY



### Castle Panic Second Edition Line Rolls Out

Defend Castle Bravehold from monsters attacking from all sides! After 13 years, Fireside Games has new art and a few updates for everyone's favorite tower defense game, *Castle Panic*!

by Anne-Marie De Witt

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# SEARCH THE SKIES OR THE LANDS BELOW!



## The Search for Planet X

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RGS02468

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Coming Soon!





SPOTLIGHTS



**Grow Your Collection With 4 Great Deck-Building Expansions From Renegade Game Studios**

by Eric Findlay

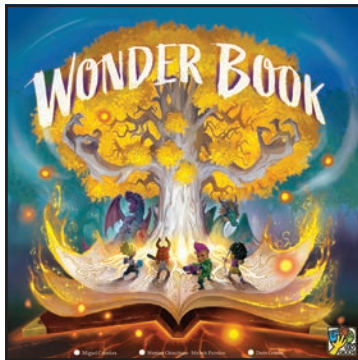
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# SHADOWRUN®



## SHADOWRUN® SIXTH WORLD



## CITY EDITION IS HERE!

The fast-moving, high-risk, high-reward gameplay of *Shadowrun, Sixth World* is now better than ever with *City Edition: Seattle*!

The rules are updated with the latest errata and changes, and they have the extra addition of 16 pages of Seattle-centric content. With new contacts, qualities, plot hooks, and more, this book lets you drop right into the action in the shadowrunning capital of the world. Completely compatible with all other *Shadowrun, Sixth World* books, this is the best way to dive into the action in one of the most enduring role-playing settings of all time.

**CATALYST**  
game labs



## Happy New Year, Dear Readers!

Welcome to your January 2023 edition of *Game Trade Magazine*.

Winter is here and in full swing and you know what that means – it's time to stay indoors with family and friends for some great board games!

As you consider what will make the tabletop this winter, we have some great suggestions in this issue. We kick things off with the second edition of the much celebrated and enjoyable *Castle Panic* line.

That's right! After 13 years of fun and fantastic play, *Castle Panic* is back with updated art as you and your friends work together to defend your castle from monsters attacking from all sides!

We also have a treat for all of our comic and RPG fans with an exclusive look at the upcoming *DIE* role-playing game with none other than Kieron Gillen! In this gothic homage to the role-playing experience, you assume the role of a player pulled into the fantasy realm – assume the role of a Paragon as you encounter danger on your quest to find your way home!

That's not the only behind-the-scenes look we have this month! Scott Brady takes us on a journey detailing how *Boop* – the latest cute cat sensation from Smirk and Dagger – came to be. This absolutely adorable two-player game is not to be missed!

And there is even more exclusive content this issue! Kobold Press is back with a special sneak peek at their upcoming release of *Campaign Builder: Cities and Towns* sourcebook (complete with preview pages!) and our new friends at Evil Genius have also contributed an exclusive look at their upcoming release of *Everyday Heroes* RPG, a spiritual successor to the much-loved d20 Modern RPG system!

Last, and certainly not least, I am pleased to welcome our newest addition to the *GTM* Reviewer ranks, Whitney Grace!

I first met Whitney at Gen Con 2021 and have enjoyed the many dialogues we've shared since. I am super pleased that she has joined our family of contributors.

All this and more, dear readers. 2023 is looking pretty bright already!

Game on,  
JG



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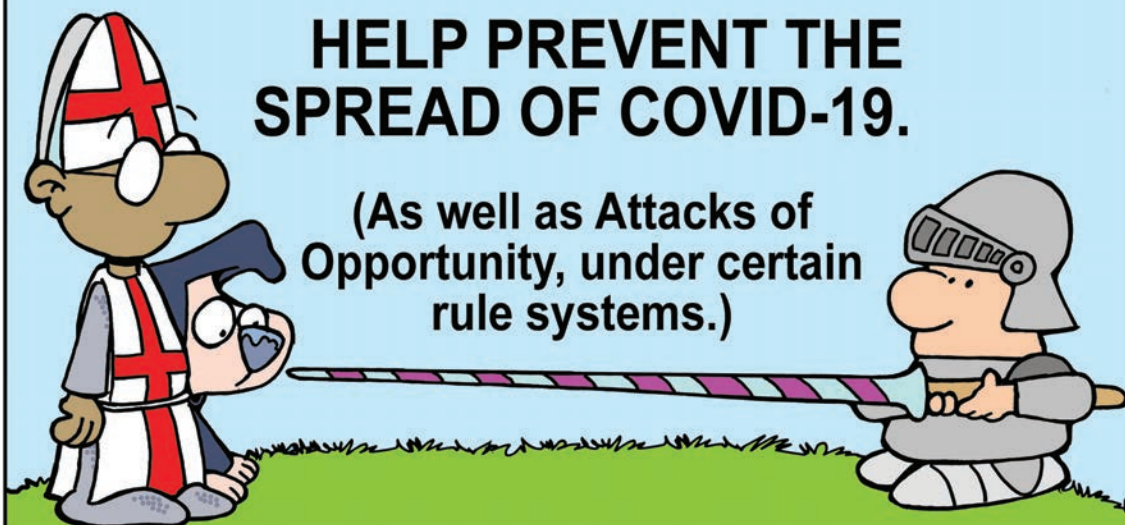
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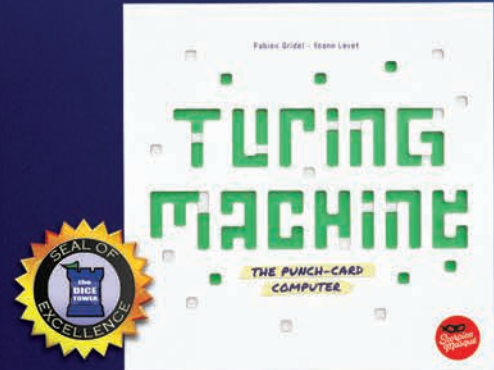


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Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



## WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

**GTM** provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first issue*, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine**...

## GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

**FROM THE EDITOR/FOREWORD:** In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

**COVER STORY:** Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

**FEATURES:** Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

**SPOTLIGHTS:** These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

**PREVIEWS:** These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



**DESIGNER DIARIES:** These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

**REVIEWS:** Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.

**EXCLUSIVES:** While virtually ALL of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

**GAMES SECTION:** Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.



## HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

**SPOTLIGHT ON**

**MY CITY**  
My City is a unique, family-oriented legacy gaming experience that is played in relatively short episodes. The game consists of 24 different episodes beginning with the development of a city in its early preindustrial stages and progressing through industrialization. Players choose and actions made during one session of gameplay carry over into the next session, creating a personalized gaming experience. For players who do not want to experience My City as a legacy game, a double-sided game board offers an alternate setup for repeatable play. Scheduled to ship in October 2020.  
TAC 491486.....\$34.95

**ULTRA PRO**

**AMY BROWN**  
Scheduled to ship in July 2020.

**AUTUMN STROLL PLAYMAT**  
UPI 15550.....\$14.95

**BOTTOM OF THE GARDEN STANDARD DECK PROTECTOR SLEEVES (100)**  
UPI 15525.....\$14.95

**MORGAN LE FET PLAYMAT**  
UPI 15526.....\$14.95

**MYSTIQUE STANDARD DECK PROTECTOR SLEEVES (100)**  
UPI 15549.....\$14.95

**PASSAGE TO AUTUMN PLAYMAT**  
UPI 15530.....\$14.95

**QUEEN MAB STANDARD DECK PROTECTOR SLEEVES (100)**  
UPI 15527.....\$14.95

**SISTERS STANDARD DECK PROTECTOR SLEEVES (100)**  
UPI 15526.....\$14.95

**WHERE THE WIND TAKES YOU PLAYMAT**  
UPI 15527.....\$14.95

**USAOPOLY**

**SPOTLIGHT ON**

**CODED CHRONICLES: THE SHINING - ESCAPE FROM THE OVERLOOK HOTEL**  
In The Shining, Escape from the Overlook Hotel, take on the roles of Wendy and Danny and work together to search for a way out. Scheduled to ship in September 2020.  
USO 0810720.....\$14.95

**DRAGON BALL Z: COLLECTOR'S CHESSE SET**  
The Dragon Ball Z Chess Set is a must-have collectors item for fans and strategy gamers alike, featuring 18 custom-sculpted, full-color battle of characters from the popular anime franchise. Scheduled to ship in September 2020.  
USO CH113449.....\$14.95

**MONOPOLY: ELF**  
Fans of the classic holiday film Elf will be tickled pink as they travel down memory lane in this re-imagined version of Monopoly. Scheduled to ship in September 2020.  
USO HND0595.....\$14.95

**RISING: THE BATMAN WHO LAUGHS**  
Next in the cooperative Rising series, The Batman Who Laughs Rising, players must work together and roll dice to reveal key heroes and allies to fight back against a host of villains, concluding with a showdown against the Batman Who Laughs. Scheduled to ship in September 2020.  
USO DC010103.....\$14.95

**SPOT IT!: SPONGEBOB**  
Get ready for an underwater adventure with Spot It! SpongeBob. Scheduled to ship in September 2020.  
USO 9096712.....\$14.95

**SPOT IT!: RUDOLPH**  
Get ready for a magical winter wonderland with Rudolph Spot It! Scheduled to ship in September 2020.  
USO 91033069.....\$14.95

**WIZARDS OF THE COAST**

**FEATURED ITEM**

**MAGIC THE GATHERING**  
MAGIC THE GATHERING CCG: ARENA STATER KIT  
WOC C7512000.....\$14.95

**WIZKIDS/NECA**

**SPOTLIGHT ON**

**DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS - SAPPHIRE DRAGON PREMIUM FIGURE**  
Over 160mm tall, this miniature is based on the all-new art for the Sapphire Dragon, released by Wizards of the Coast for their 45th anniversary. Scheduled to ship in July 2020.  
WZK 96019.....\$69.99

**FEATURED ITEM**

**MARVEL HEROCLIX: FANTASTIC FOUR BOOSTER BRICK**  
The Fantastic Four return to HeroClix for an unforgettable 5-figure booster released The Thing, the Human Torch, the Invisible Woman and Mister Fantastic team up with some of their well-known allies to take on some of their greatest foes including Dr. Doom, the Fearful Four, and the shape-shifting Skrulls. The wide selection of characters and keywords to build with will provide something for every HeroClix player and collector. Scheduled to ship in July 2020.  
WZK 84752.....\$129.90

**FEATURED ITEM**

**MARVEL HEROCLIX: FANTASTIC FOUR DICE AND TOKEN PACK**  
This Dice and Token Pack contains 2 custom dice featuring a special Fantastic Four icon to celebrate the release of the Marvel HeroClix Fantastic Four! The 6 action tokens will also feature bystanders on the back to use with characters that generate bystanders in the Booster Set Dice and Token Packs are a great way to enhance your HeroClix experience! Scheduled to ship in July 2020.  
WZK 84755.....\$9.99

**FEATURED ITEM**

**MARVEL HEROCLIX: FANTASTIC FOUR FAST FORCES**  
Black Panther, Ghost Rider, Hulk, She-Hulk, Spider-Man and Wolverine form the New Fantastic Four in this Fast Forces pack to accompany the Booster Brick. Fast Forces are a great way for players to create a new thematic team right out of the box! Scheduled to ship in July 2020.  
WZK 84753.....\$16.99

**SUPER-SKILL PINBALL: 4-CADE**  
Super-Skill Pinball 4-Cade brings the arcade classic to the tabletop with art, structures, and roll & write mechanics from acclaimed designer Geoff Engelen. Choose one of the four unique tables and matching ballpools for something new and exciting! You'll select one of the two dice results, and move your pinball to a bumper, spinner, or target one level below with a matching number. Play well and you'll unlock bonuses like multi-ball, score multipliers, and more to help you get the high score! Scheduled to ship in September 2020.  
WZK 87520.....\$24.99

And be sure to ask your retailer about any related in-store events for your favorite games and products!

## GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!



## FEATURED ITEM

**FEATURED ITEM:** Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

## OFFERED AGAIN

**OFFERED AGAIN:** These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

## SPOTLIGHT ON



**SPOTLIGHT ON:** These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

**PI OR PLEASE INQUIRE:** Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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# PROTECT YOUR HOARD



Games are serious business, and keeping your best cards safe is key to being able to play the game to the best of your ability. IronGuard Supplies offers card protection supplies for the top CCGs, as well as other sizes of game cards, meaning they'll last well into the future, to keep you at the top of your game. ...Man, we said "game" a lot. Game over!



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# Castle Panic

## SECOND EDITION LINE ROLLS OUT



### CASTLE PANIC: 2ND EDITION

FSD 1016.....\$39.95 | Available Now!

On September 16, 2009, *Castle Panic* went on sale in retail stores around the world. Since then, countless families and friend groups have felt the thrilling tension of defending their Castles against the hordes of Monsters streaming in from the forest. And they've let us know.

"One orc inside the tower ring at the end nearly wrecked us. Used 'Draw Two Cards' and turned up 'Drive Him Back' to save the day!"

"I hear the theme to Jaws every time Monsters get into the Castle ring."

"Soooo many close calls, but we pulled ahead for the win!"

In our house, a new tradition arose on Thanksgiving and Christmas: responding in real time to social media posts about how close the defenders came to winning or losing and to the occasional rules query. ("What happens to the Boulder if the Wall and Tower are missing in the arc rolled?")

It's a true joy to see how much delight *Castle Panic* brings to everyone. After 13 years, though, it was time for a refresh. Setting the art direction was challenging. Justin wanted to make sure the art style reflected the game play and invited both families and adult game groups into the experience. He went through numerous portfolios until he landed on Tad Lambert. His art style was perfect for the game: not too dark and not too comedic, approachable, and reminiscent of art from an animated film. His art set the tone, and artists Anthony Cournoyer, Justin Chan, Jakab Ferdinánd, Javier Guzman, Maggie Ivy, Brittany Pezzillo, and Quel helped us meet the deadlines. The results were exactly what we hoped for.

In November last year, we rolled out the second edition of *Castle Panic* with all new art and are so happy with the response. If you haven't seen it yet, here's a sample of the art.



In addition to the new art, we've made changes to the graphic design to better support color-blind players and struggling readers. Fans will also notice a change to the die and thicker cards.



We also rolled out the newest expansion, *Crowns and Quests* (FSD 1020, \$29.95). Every expansion changes up the game, but this expansion ratchets the changes to a whole new level. It comes with 18 Quests, each of which has its own win condition. Instead of trying to slay all of the Monsters, the Monsters recycle and just keep coming while your group tries to meet the unique goal for the Quest in play. You might search for evil temples, hunt assassins, destroy magical stones that usher Monsters in closer to the Castle Towers, teleport the Castle to safety, lock down the frontier, cut off the Monster army at its source, protect evacuees, search for magical scrolls, and more. Each Quest is a blast and adds to the replayability of the game.



*Crowns and Quests* also comes with 12 new characters with special abilities. The characters represent the royal court, including King Aiden, Queen Seraphina, a war strategist, a merchant, an architect, a wise woman, a huntress, and an oracle. Each player chooses a character out of two randomly presented, choosing based on the ability of the characters. Abilities include dealing extra damage, drawing 3 Monsters and choosing which 2 come into play, building Walls with



a single Brick or Mortar card, changing the color or range of the Hit card, and more. Each player will also roll the die to see which Castle Tower you reside in. If that Tower is ever destroyed, you either move to an unoccupied Tower or lose your ability.



November also brought the second edition of *Castle Panic Big Box* (FSD 1021, \$119.95) to store shelves. The Big Box is a great way to get the base game, all 4 expansions, and all 13 of the existing promos (7 cards and 6 Towers). Not only does this give you everything in 1 well organized box, but it also comes at a price less than buying each game individually.



attack the marauding Monsters. Fire can be used to damage the Monsters, and some Monsters can weaken the Castle with flaming attacks.



In February, the second edition of *The Dark Titan* (FSD 1018, \$19.95) will be available for sale. That expansion introduces Agranok, an 8-point big badie that is summoned by Heralds and accompanied by Elite Monsters, Goblin Saboteurs, a troll with explosives, and more. Your group can fight back with a Cavalier, Boiling Oil, and Support tokens. If you get Support tokens to the Castle safely, you'll be able to draw cards, rebuild walls, or damage Monsters.



This month, we're rolling out the second edition of *The Wizard's Tower* (FSD 1017, \$29.95). This expansion first hit the market in 2011 and is a fan favorite. It adds flying Monsters, fire, and a Wizard's Tower attached to a deck of magic spells. As long as the Wizard's Tower is standing, you and your team can draw from the Wizard's deck to cast spells to protect your Castle and



March will see the second edition of *Engines of War* (FSD 1007, \$17.95). This beloved expansion adds an Engineer who can be assigned tasks and given resource cards to build Catapults, Ballistas, Spring Traps, Barricades, and more. And you'll need them to defend against the new Monsters and their Siege Engines.

*Castle Panic* has been the gateway game for so many players. If you're new to the world of *Castle Panic*, welcome! You're in for a great time!

...

Anne-Marie is co-owner of Fireside Games, which has been in operation since 2009. She handles all business functions, sales, and marketing and has designed 4 titles in the catalog, *Bears!*, *Bears! Trail Mix'd*, *The Village Crone*, and *Munchkin Panic*.





THE ROLEPLAYING GAME

# DIERPG

KIERON GILLEN & STEPHANIE HANS



## DIE RPG: STANDARD VERSION

RRD DIESTAND ..... \$55.00 | Available Q1 2023!

## DIE RPG: DELUXE VERSION

RRD DIEDELUXE ..... \$95.00 | Available Q1 2023

There's a problem when talking about *DIE* RPG. If you just say the facts, it can sound a little arch. In reality, around the table, it thrills the lizard brain and gets everyone's hearts firmly on their sleeves. It embodies why role-playing games are enchantment.

Which does make sense. *DIE* is about an enchanted role-playing game. Stephanie Hans and I created a Image comic series called *DIE*. In it,

back in 1991, some teenagers sat down to play a homebrew game, and find themselves dragged into a fantasy world, before escaping. 25 years later, they're dragged back in. Due to the world echoing their personalities and memories, it let us compare their teenage dreams with their adult realities. To get home is easy: everyone just has to decide together. The problem is the vote must be unanimous. Dead people get no vote. It gets tense. By which I mean, stabby. We jokingly describe it as Goth Jumanji.

The comic is complete now, and available in a fine single volume. Alongside it, we developed a whole role-playing game that allows you to make your own bespoke version of our story with your friends and a few dice. In *DIE* RPG, you generate a group of flawed real-world people. Then these people you've made-up get together, decide to play this spooky RPG and roll-up characters. They're then transported

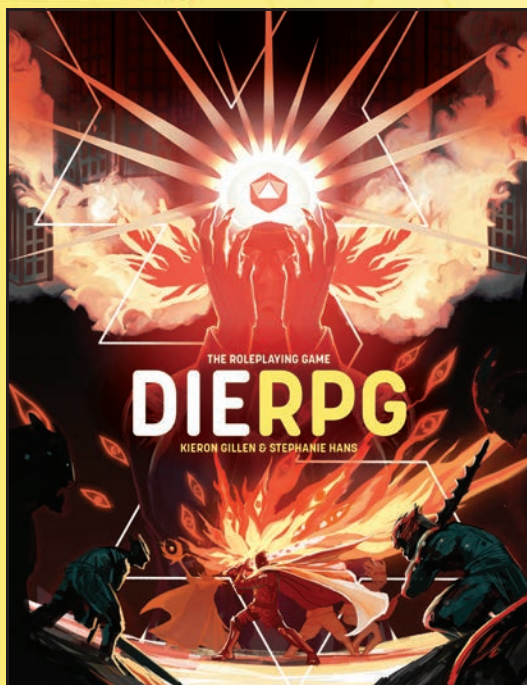
a fantasy world consisting of their externalised regrets and hopes, and then decide whether to go home or not. As said, it gets tense (and/or stabby), as the GM who's gathered you together very much wants to stay.

So, yes, when you play *DIE*, you're people playing a role-playing game about people playing a role-playing game.

You can see what I mean about it seeming arch, right? At the least it sounds hard to get your head around.

It isn't. It turns out this structure is really accessible. Playing normal people given strange powers and dropped into a weird situation is something we all understand. In fact, it's more easily done than most genre conventions. I have no idea how a

1000-year-old elf would really respond to an Orc coming at them with an axe. I can understand how a tired parent would. Or an angry student. Or a widow of thirty years. I can, as I've either been them or met them. Turns out, people are the easiest people to role-play.







On the GM side, we do a lot to create a low-preparation game the mine how to mine these characters (or “persona”) for details to work into the fantasy world, and how to generate encounters which tempt them. A monster leering at you in one thing, but if it is speaking you in those hurtful words that Ex said to the persona once, it’s something else.

While the high concept does a lot, the game (and comic) is also about the specifics world we’ve cooked up. It’s interested interrogating a whole bunch of fantasy RPG tropes, but also creating a unique fantasy with real appeal. Take the character classes (“Paragons”), each of whom is a riff on a classic RPG class. This intent is part deconstruction, part reconstruction. If you’ve been around the block, you can see the point the game is making... but at the same time they’re twists on classic thrills. Clerics become Godbinders, bartering with gods for any miracle they can think of. Rogues become Neo, forced to hunt down magical fair-gold to power up their cybernetic gifts. Paladins become Emotion Knights, who use their sacred emotion to defeat whole armies. And Bards become Dictators, able to pluck the strings of everyone’s emotions... or make them snap. Even the GM gets a character. – the Master, who gets to break and bend rules until they’re caught.

The game’s powered by a simple dice pool system, but each of the classes get sole ownership of one of the classic D&D dice. Only the Godbinder gets to touch the D12, the Neo the D10 and so on. The exception is the Fool, a class who gets to use a D6, just like the dice which powers the rest of the system... but they also gets to doodle on theirs. If they roll that scribble, they get to create flukes of luck or misfortune.



The game was released in a beta alongside the first collection of the comic, and has been playtested by its community ever since. I kept on writing the rules, until I realised I didn’t just have a game, I had about three. Thankfully, Rowan, Rook & Decard joined me, took the gleefully amateur enthusiasm of the endless original document and honed into a beautiful and direct book that we can put into anyone’s hands, knowing that it’ll do exactly what we wanted: let you do your own Die.

One of the reasons I love games is that they’re so democratic; fiercely, humanely democratic. Companies and artists all too often seem to distance us from the power inside our heads. But the truth? Creativity isn’t hard. Creativity is infinite. You can sit down around a table with friends and make whole worlds together. With *DIE RPG*, I wanted to make mechanics and rituals which show exactly how I did *DIE*, and if you follow them, allow you duplicate and build upon those effects.

It’s a conversation, the game asks you questions, and you answer. Sometimes it’s discovering what you say when you finally talk to your sister about how she hurt your feelings when you were a kid. Sometimes it’s discovering exactly how deep you can push your arcane weapon into the headmaster-lich of your nightmares. Either way, that’s *DIE*, and now it’s everyone’s.

...

*Kieron Gillen is best known as a comic writer, but apparently does RPGs now too. His adventuring party consists of a poet-editor dual-classed wife, a child who’s yet to pick a speciality and 2 rogue cats.*





# MARVEL AGE OF HEROES WIZKIDS

## MARVEL: AGE OF HEROES

WZK 87560 ..... \$74.99 | Available March 2023!

The classic X-Men comic books presented heroes with significant challenges and escalating conflict that required strategic planning and flawless execution to overcome. In *Marvel: Age of Heroes*, Rodney Thompson, co-designer of the acclaimed *Lords of Waterdeep*, puts you in the driver's seat of commanding your team of X-Men to do exactly that in this scenario-based, worker placement and resource management game from WizKids. With highly thematic gameplay, satisfying decision trees and storylines, and tightly developed mechanics Thompson has artfully crafted another masterpiece that we can't wait to see hit tabletops. In this exclusive sneak peek into what's to come, let's take a closer look at the gameplay and scenario structure for the game:

To begin, players will choose a unique scenario for their game, that will feature infamous villains like Magneto and Apocalypse, each requiring different needs to overcome the mission objectives. In a race to power-up their team with the best maneuvers and abilities possible, players will then compete to see which team of heroes can thwart the enemy plans most effectively. Each scenario presents different adversaries to overcome (4-5 villain tiles), as well as a unique game board, called the Mission board, and additional tokens as needed for the scenario.

There are three scenarios included in the base game:



**Children of the Atom:** A straightforward scenario that takes place within the Xavier Institute's Danger Room. Players battle against a wide variety of foes from across the history of the X-Men, training the next generation of heroes for future conflicts.

**Fatal Attractions:** A scenario based on the classic Fatal Attractions storyline. Magneto and his Acolytes attempt to lure mutants to their cause, and the players must halt the efforts of the Master of Magnetism while also dealing with the doubts that he sows among the students of Charles Xavier and affiliated teams, such as X-Factor, X-Force, and Excalibur.

**Fall of the Mutants:** A scenario where the players must contend with Apocalypse and his Four Horsemen, based on the classic Fall of the Mutants storyline and subsequent encounters with this nemesis. Four allies chosen from X-Men, as well as impressionable young mutants drawn from the New Mutants, Generation X, and Young X-Men



teams, will fall under Apocalypse's sway, and must be freed from the villain's control in order to take down their master.

Once a scenario is set up and teams are selected, players take turns deploying their heroes during an Institute Phase and a Mission Phase to tackle dangerous objectives. Players' heroes are represented by a set of striking full-color acrylic standees, which include fan-favorites like Wolverine & Jubilee, Jean Grey & Cyclops, Forge & Storm, among others.

### THE INSTITUTE PHASE

Players will send their heroes to action spaces like the Danger Room or the Medical Bay to receive various benefits. Some action spaces on the Institute board let you increase your Physical, Mental, and Willpower tracks, while others let you draw cards, play cards, or change the turn order. Additionally, over the course of the game, Ally cards will come into play, revealing new opportunities for unique actions. Instead of performing actions at The Institute, heroes may be sent to the X-Jet to take on the challenges of the Mission phase.

### THE MISSION PHASE

This is where players will put their teams to the test! Players send their heroes out to the Mission Board or the Extraction Point where they'll use the resources, skills, and powers they've accumulated to take on villains directly, or to team up with other characters for even more effective strikes. Certain combinations and maneuvers will be required to succeed, so players will need to plan wisely!

The Institute Deck features dozens of iconic X-Men characters and events that are available through a shared market. Players will be jockeying to collect and influence the heroes that are most useful for their strategies. As the board and scenarios evolve, players' characters evolve with it, and special evolution cards add new abilities and scoring conditions. With unique evolution cards, asymmetric abilities, multiple boss variations, and 34 different villain tiles *Age of Heroes* has impressively high variety and replay-ability!

Now, the question becomes: Do you have what it takes to command your team of X-Men to victory?

...



Capstone Games



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FOR TWO  
PLAYERS!**





# GROW YOUR COLLECTION

WITH 4 GREAT DECK-BUILDING EXPANSIONS FROM RENEGADE



Last month, Renegade Game Studios released 4 new expansions for their line of licensed deck-building games, one for each game. While each of these expansions contains additional cards which can be combined with its core set's main deck, they also each bring new and unique mechanics that are rich in theme for their respective games.

In the *Power Rangers Deck-Building Game: Flying Higher* (RGS 02455, \$30.00) expansion, you can play as the heroes or villains of the Power Rangers In Space series, with each team having a new Objective card which provides a new win condition and play style. For the Heroes, Zordon has been captured and the Rangers must keep his energy level up so they can get him reconnected in the Command Center. This initially limits the amount of Energy the Rangers can store, and requires they keep



their energy above 0, but also gives them access to the sacrificial Z-Wave, which could turn the tide at a crucial moment. Dark Spectre gains power as he grows his army, by recruitment or by force, and conquers Locations, which makes it easier for the villains to activate their character's or attached abilities. These Objective cards add two new ways for the villains to win, so the heroes will have to be on their toes! Additionally, this expansion introduces a new

"Search" mechanic to simulate the heroes' search for Zordon and Dark Spectre's search for worlds to conquer. Searching allows players to reveal and possibly buy the top card of the main deck, but at the risk of being ambushed by an adversary (or even a traitorous ally)!

The appropriately titled *Transformers Deck-Building Game: Dawn of the Dinobots* (RGS 02420, \$30.00) allows players to take control of the powerful, yet reckless, Dinobots. These unpredictable Autobots can battle Robots of their own faction to receive a powerful bonus, be it an immediate resource gain or something for your Vault which will benefit you at the end of the game. Win at any cost! Decepticon players can choose to be the manipulative Shockwave, or they can take on the role of the Combiner, Devastator, with his oversized 4"x6" character card! The new playable Combiner mechanic introduces new Starter cards which represent the members of the Combiner team and provide extra abilities while in their split "Team" mode. When they convert into Combiner mode, they are a powerful, though lumbering, force. While the Starter card Team abilities are not available in Combiner mode, each new Starter card has an Energon ability which can only be used in Combiner mode. Watch out, though, as Combiners require a consistent source of Energon to hold their form, and running out of Energon could cause the Combiner to fall apart.



The *G.I. Joe Deck-Building Game: Coldsnap* (RGS 02419, \$30.00) expansion adds quite a few new mechanics to the game as well as two brand-new missions!. Firstly, the new Snow Terrain and Transport type is showcased in a new playable Joe, Snow Job, as well as in the Coldsnap mission, which features Cobra's Weather Dominator Device. *Coldsnap* also introduces Snowblind Story Mission cards which obscure upcoming missions and lead to even more peril if not dealt with. Fight

through the blizzard to get a peek at what's coming next before it catches you off guard! The Dreadnok Country mission features the new Dreadnok cards: Side-Missions which are more difficult and have extra game effects to induce chaos, but that also give rewards for defeating them. You can include these in any game via the Dreadnok Expert Mode card. Both missions make use of the new Snow Serpent foot soldier cards, which attach to the Story Mission as a Complication and increase its difficulty, as well as Towable Assets, which are equipment which can be attached to a Transport for a mission at the cost of discarding Joes from your hand. Another new playable Joe, Gung-Ho, is quite adept at using Towable Assets and reduces their cost, making them easier to use.



The final expansion is *My Little Pony Adventures in Equestria Deck-Building Game: True Talents* (RGS 02453, \$30.00). Come play as the Cutie Mark Crusaders, or as the wise and mysterious Zecora. This expansion includes new Hurdles and Challenges to overcome, new Locations with new Tasks to complete, and also includes the new "Discover" mechanism. Discover allows a player to see what's in the hands of other players and receive a bonus based on the keywords, traits, or card types discovered there, many of which have also appeared in previous sets. Discover may be useful for gaining tokens, drawing cards, or reducing the difficulty of Tasks.

All four expansions bring more variety and exciting new strategies, options, and challenges to their games. All four expansions are now available for at your friendly local game store!

...



# SPACESHIP UNITY



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# Broken and Beautiful

A GAME ABOUT KINTSUGI

BRINGING THE JAPANESE ART OF KINTSUGI TO THE TABLETOP

LEFT JUSTIFIED

## BROKEN AND BEAUTIFUL STANDARD EDITION

PLF JLS600 ..... \$15.99 | Available February 2023!

A lot of game inspiration comes from movies, books, history, and activities. But rarely are tabletop games directly inspired by artwork. My new card game *Broken and Beautiful* was directly inspired by Annabelle Lewis' illustration *Never Not Broken Goddess*, from Hinduism.

I was inspired by both the color palette she used (black, white, and gold) as well as the concept that being broken isn't bad. Imperfection is a part of us and we can honor that. Her artwork also reminded me about kintsugi, the Japanese practice of fixing pottery with gold to honor its history, which I had learned about a few years prior.

### CREATING THE CORE MECHANICS

With kintsugi on my mind I tried to figure out how to turn that into a card game. I adore games like *Lanterns* where you build a shared board with other players but most of the time you're focused on your own resources. When you literally can't attack an opponent with a card, you also don't *think* about attacking them. Instead, you focus on your own strategy. This creates a much more Zen-like game.

I wanted that Zen feeling to be the guiding principle for *Broken and Beautiful*. I designed the game so you can only interact with opponents indirectly. I heard feedback quite frequently asking for attack cards like "Earthquake," which would destroy other players' pottery. I also experimented with victory conditions where you race other players to be the first to achieve certain objectives. But ultimately, I moved away from those ideas. They added stakes to the game — generally a good thing — but none were the right fit for this theme and design objective.

*Broken and Beautiful* stands out from the crowd by fostering a different feeling from the players. I've had many playtesters finish a game only to remember at the end they should care about points. It's easy to get in your own head, build your pottery collection, fix broken pottery, and then look up and see the game has ended.

### CREATING THE PROTOTYPE

The very first prototype of *Broken and Beautiful* wasn't actually all that different from the published version. It had about 50 cards, and the pottery could be new, broken, or fixed, just like the finished game. And I had three different sets of pottery.

What did change a lot from the initial prototype were the points values for the pottery. They were tweaked almost every single game. The tiniest of changes seemed to totally change players' strategies. I wanted to make sure that each type of pottery has a different strategy and under the right circumstances could win the game.



As just one example, vases used to be just as many points as plates but you could get more points with three vases than you could with plates. So I reduced the points for one or two vases, but kept the high-end potential for all three. Constant little tweaks like this meant that the vase strategy and plate strategy evolved into two very different paths and that gives players interesting choices each game.

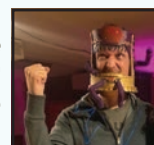
### GAME DEVELOPMENT TIMELINE

Looking back, the idea for this game came to me at just the right time. I had the idea in the summer of 2019. I got my rough first playtest out with my local group. I brought an updated prototype to Gen Con to play with some of my favorite game designers, testers, and players. At Gen Con I had a ton of great feedback and that really shaped what the game became. If I'd had the idea for the game a few weeks later it might not have turned out the way it did.

I kept iterating on the game through the fall. I entered it in the Mint Tin Contest on The Game Crafter, where it won 3rd place. Following that, I brought the game to Protospiel Madison 2019, where I met the eventual publisher and played a game with him. We signed the game the following summer, and the rest is history!

...

Patrick Rauland is a game designer, podcaster, author, course creator, and miniature painter. He would love for you to hit him up on Twitter (@BFTick) or listen to — or appear on! — his Indie Board Game Designers podcast.





# Findorff

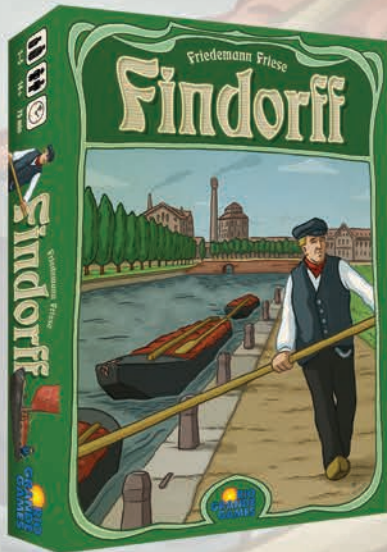
Raise the important structures of Findorff, one of the 23 districts of Bremen, the hometown of Friedemann Friese. Findorff has three "F"s and is named after Jürgen Christian Findorff (1720–1792), who was responsible for draining and surveying the bog in the north of Bremen, for extracting the peat, and for populating the bog with residents.

Findorff offers an economic engine builder with a resource market for peat known from Power Grid and an innovative resource management required when building rail tracks and houses.

Your focus is on raising the right combination of the 25 historical structures from the period of 1803–1916. Do you raise the Reed Chair Factory or the Slaughterhouse to gain a lot of thalers, or smaller structures like Schools, the Beer Hall, or the Peat Skipper Shelter to win the game in small steps? You can even profit from the high mortality rate of this period by running a Cemetery.

Only by adapting your strategy to your structures you honor Mr. Findorff and win the game when the roadbed to Hamburg is finished.

Contents: 1 game board, 230+ wooden parts, 35 cards, 190+ cardboard tokens, 1 rule booklet



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# TWENTY YEARS OF MODERN TABLETOP RPGS LEAD TO **EVERYDAY HEROES**

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PRODUCTIONS

## EVERYDAY HEROES RPG

EVL 01000 ..... \$59.99 | Available April 2023!

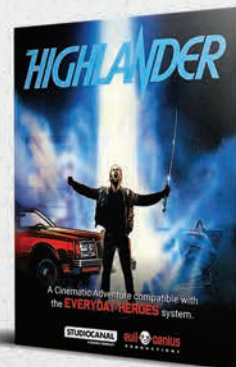
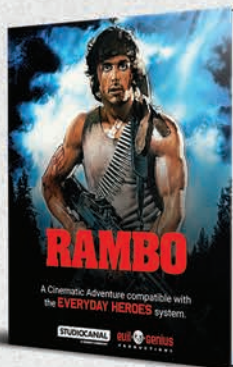
In November 2002, the *d20 Modern Roleplaying Game* was published by Wizards of the Coast. Built off the 3rd edition *Dungeons & Dragons* rules, it adapted that popular system as needed for adventure gaming in a modern setting. Now, 20 years later, the same idea has been applied to the 5th-edition System Resource Document (a version of the 5th-edition D&D rules released under the Open Gaming License) to create *Everyday Heroes*, the core rulebook for which will be coming soon from Evil Genius Games.

A spiritual successor to *d20 Modern*, *Everyday Heroes* brings the fast, flexible rules of fifth edition to the kind of contemporary action stories that form the basis of many of the most popular movies. Character backgrounds, motivations, finances, and professions are given a wide range of options, vehicles and chases are integral to the core rules, and a clever set of multiclassing feats ensures that a character can be defined by a concept or iconic trope, rather than being restricted to the abilities available to a single class or archetype.

Of course, the most interesting characters in the world aren't of much use if the Game Master has no idea what to do with them. While *d20 Modern* was an extremely popular game setting, one of the common challenges expressed was that it lacked the official adventure support on the scale other RPGs received. Evil Genius Games will address head-on with the release of a "Season Pass of Adventure" to come out over the next year!

These eight products are not only official *Everyday Heroes* products, they are also licensed adventures set in the worlds of some of the most popular action movies! The Cinematic Adventures begin with *The Crow* and *Escape From New York*, before moving on to *Highlander*, *Kong: Skull Island*, *Pacific Rim*, *Rambo*, *Total Recall*, and *Universal Soldier*. Each of these 114-page books includes a full adventure and all the new rules and options you need to emulate the unique aspects of each movie's setting, from being immortal to piloting Jaegers, traveling to Mars, facing Titans, and becoming cybernetically enhanced living weapons.

These expansions include new classes, equipment, and creatures tied to each adventure's setting, and entire new subsystems as needed. From ritual magic to implants to massive mechs, all these



The focus on the rules is entirely modern action, foregoing taking up space in the core rules for brief sections granting player characters psychic powers, magic, or superpowers in favor of covering everything needed for challenges set in the current era. That's not to suggest, however, that the game lacks interesting options designed around cinematic action rather than a boring reality. While spells do not exist, there is a range of player abilities designed to pull off the kind of larger-than-life stunts common in action movies, including class talents for Strong heroes such as Submission Move (allowing you to automatically damage a foe you've already grappled) and "plans" for Smart heroes (such as "Know the Layout," which allows a player to decide retroactively that their character researched whatever location they now find themselves in).



rules expansions are compatible with both the core rulebook and each other, allowing GMs and players to mix and match as desired, creating worlds no movie has ever imagined. Unkillable warriors can stand side-by-side with revenants brought back by spirits of the dead, retro-future prisoners of walled prison cities, and scientists trying to comprehend massive creatures that once ruled the world.

Additional support products have also been announced, including a GM Screen, SoundSets from Syrin-scape, a special edition with unique cover art, miniatures, and more!

So, make sure to mark your calendars for April and grab the Evil Genius Games *Everyday Heroes TTRPG*, available at your local game store. Also, don't forget to keep an eye out for the rest of the year for the other Cinematic Adventures to keep the game going!

...



## MARTIAL ARTIST

*"I'm gonna kick your stupid ass into next week if you don't put that gun down and back the hell up."*

—LAKEISHA BROWN

Through rigorous physical training and mental discipline, you have turned your body into a potentially deadly weapon. You prefer the weapons of an idealized past to those of the modern world.

The martial artist specializes in rapid attacks and high mobility. They freely mix unarmed strikes and weapon attacks to precise effect. Their mobility helps them enter melee combat quickly.

### PROFICIENCIES

- ▶ **Saving Throws:** Strength and Dexterity
- ▶ **Skills:** Choose two from Acrobatics, Athletics, Endurance, Performance, Sleight of Hand, and Stealth
- ▶ **Equipment:** Basic Equipment and Historical Equipment

### EQUIPMENT RECOMMENDATIONS

- ▶ **Equipment Pack:** Martial Artist Pack or Fitness Pack
- ▶ **Weapons:** Unarmed strike or sword





## RENAISSANCE THINKING [MINOR FEAT]

You're able to look at challenges from both a philosophical and intellectual approach. You can substitute your Intelligence modifier for your Wisdom modifier and vice versa when making ability checks with skills you are proficient in.

## RESILIENT [MINOR FEAT]

Through repeated exposures to bodily punishment, you have gained significant resilience. You have advantage on saving throws to avoid, resist, and recover from the following conditions: Exhaustion, Intoxication, Paralyzed, Sickened, and Stunned.

## RESISTANT [MINOR FEAT]

You have built up resistances to numerous ailments and toxins through healthy living and past exposures.

- ▶ You have advantage on saving throws to resist the effects of poisons and diseases.
- ▶ You have damage reduction 5 against poison.

## RESOURCEFUL [MINOR FEAT]

You have the uncanny ability to make just about anything you need out of whatever happens to be lying around. Given 10 minutes, you can create a makeshift invention that allows you to attempt any ability check you are proficient in without needing the tools, materials, or equipment you might normally need, and you negate any situational disadvantage applied to the check.

This process of improvisational invention involves dismantling and breaking other perfectly good tools or objects you have on hand.

## SCOUT [MINOR FEAT]

You have honed your awareness to pick up on small details in your environment allowing you to spot danger and opportunity.

- ▶ You gain advantage on passive Perception checks. (Remember that advantage on a passive check is simply a +5 bonus.)
- ▶ You have advantage on ability checks made to defeat traps.

## SEDUCER [MINOR FEAT]

You have developed undeniable sex appeal through a combination of looks and attitude. You gain advantage on Charisma (Persuasion) and Charisma (Deception) checks with people who are attracted to your gender.

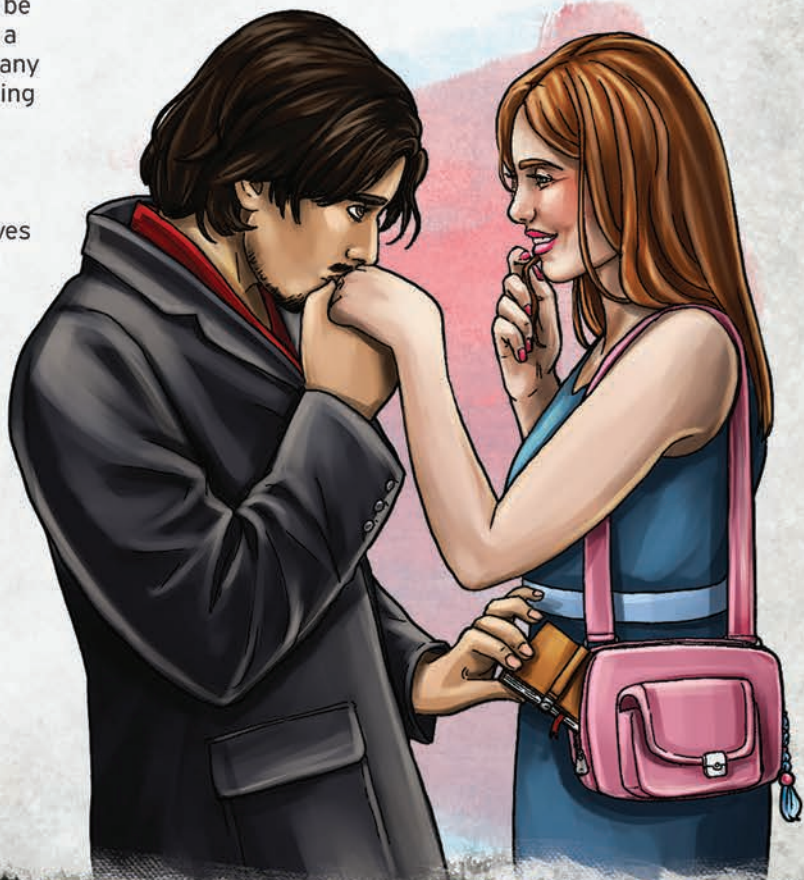
## SKIRMISHER [MINOR FEAT]

You're quick on your feet in combat and always wary of your opponents.

- ▶ As a reaction, you can cause one opportunity attack made against you to automatically miss.
- ▶ If you hit an opponent with a melee attack, they cannot make an opportunity attack against you until the start of your next turn.

## SNATCH VICTORY [MINOR FEAT]

You have a strange knack for turning a potential disaster into stunning success. When you roll a 1 on a d20, you can treat it as if you rolled 20. You cannot do this again until you finish a long rest.





**Senses** passive Perception 10

**Roles** Fodder, Melee, Tank

**Trampling Charge.** If the mammoth moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked Prone. If the target is Prone, the mammoth can make one stomp attack against it as a bonus action.

### Actions

**Gore.** *Melee Attack:* +10 to hit, PV 2, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage.

**Stomp.** *Melee Attack:* +10 to hit, PV 2, reach 5 ft., one Prone target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

## DINOSAUR, TYRANNOSAURUS REX

CR 8

*Huge animal (prehistoric)*

**Defense** 13

**Hit Points** 126 (12d12 + 48)

**Armor** Thick hide (AV 3, save +0)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+7)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	9 (-1)

**Skills** Perception +4

**Senses** passive Perception 14

**Roles** Hulk, Melee

### Actions

**Multiattack.** The tyrannosaurus makes an attack with its bite, then it can make an attack with its tail as a bonus action. It can't make both attacks against the same target.

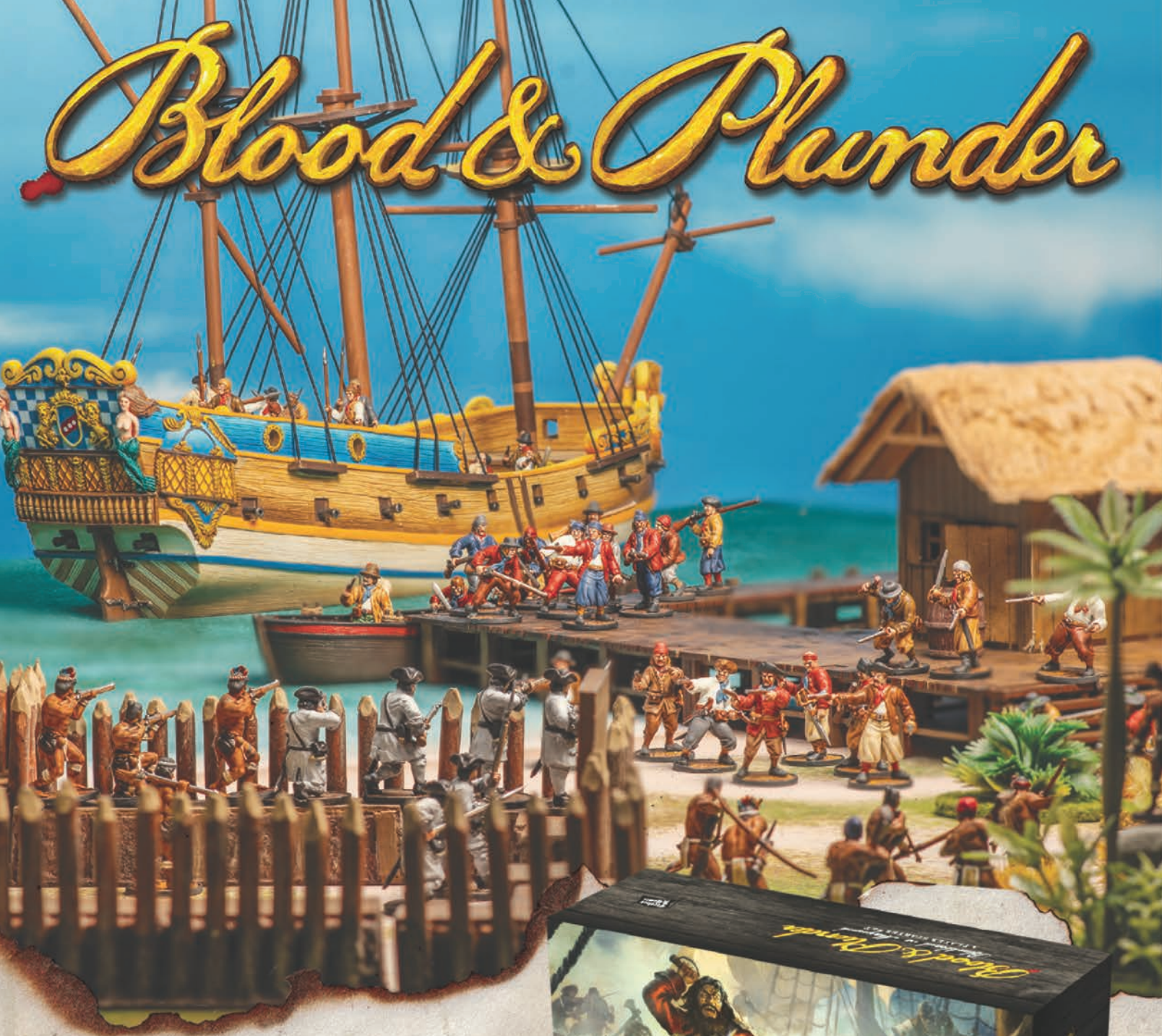
**Bite.** *Melee Attack:* +10 to hit, PV 3, reach 10 ft., one target, *Hit* 33 (4d12 + 7) piercing damage. If the target is a medium or smaller creature, the tyrannosaurus grapples it. Until this grapple ends, the target is Restrained, and the tyrannosaurus can't bite another target.

**Tail.** *Melee Attack:* +10 to hit, PV 2, reach 10 ft., one target, *Hit:* 20 (3d8 + 7) bludgeoning damage.

## TYRANNOSAURUS REX







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# Blood & Plunder

## PICKING A SHIP FOR BLOOD & PLUNDER

by Mitch Reed

With the new *Raise the Black* book coming from *Firelock Games* I thought I would talk about how to select a ship for *Blood & Plunder*. Many gamers are a bit shy about diving into the ship-to-ship combat in the game, in fact I was, but once I finally tried it, I loved the naval combat dimension of the game.

If you are a dedicated *Blood & Plunder* landlubber, you know how many of the units in the game have special characteristics that make them just as good as a ship's crew as they are on land. Most of the factions in the game (especially the Europeans and pirates) allow you to field a full ship's crew of sailors an even a naval commander who excels on board a ship.

Many often wonder when you are making a naval battle list, do you pick the boat first or the crew and the answer is "yes". When you are gearing up for a naval fight you need to think of both as you craft your force. A naval commander is a must and almost all of them have special rules like "Broadside" which pays off even with an "Untested" commander. If you have the points to waste (usually not an option with ships) going for a commander with "Command Points" also helps you out a lot.

Once you pick a faction and a commander then you need to decide how you want your ship and crew to fight. Some captains like to fill up their lists with forces that can shoot well, like Freebooters and Flibustiers, who also have the Sailors special skill which helps you pass Skill Test on

the seas. Some captains go for cannon fire to win their games. Picking one of these two really depends on your play style. I recommend playing both and seeing what fits you best. One last thing to think about is the fact that your ship may be alongside your enemy's vessel and then you must fight hand-to-hand, so consider taking crew that can fight well too.

Once you figure out how you want to fight, now it is time to pick your ship. I have tried all types of the ships available for *Blood & Plunder* and I like playing with the larger ships such as the 6th Rate frigate just as much as playing a force with two Piragua's which can give your opponent fits in a one-on-one game.

Many players go for ships in between these two with ships like a sloop (my first ship) and a light frigate. These types of ships have decent speed and adequate protection and can be equipped with a good set of cannons.

If you want to use cannons as the primary way to fight, I really recommend the light and medium cannons. They reload quicker and the extra dice they get are not worth the cost of the bigger guns and you will want to get your cannons reloaded fast as you get close to the enemy.

Swivel guns are often neglected by players, and this would be a mistake. They can reload fast and can only damage crew and rigging, which is something you will need to augment a list that you plan to shoot out an enemy crew.

Playing with the larger ships, such as the 6th Rate and the Galleon really makes your opponent think about which tactics, they will use to beat your monster ship. Believe it or not, when taking a big ship with cannons I never get them to pay off a sink an enemy ship. They can fit a lot of crew members and take a beating but by no means are they unbeatable.

The most fun I had in sea battles was with my two Piragua list. I jam them up with veteran crew with some special characters and close in on my prey with the hope of shooting crew or boarding the ship with my troops who can fight much better than my opponent.

The last comment I want to make is to gamers who feel that playing sea battles is difficult and not a lot of fun with the added rules for a game they like playing on land only. While many games have very detailed and convoluted set of rules for miniature ship battles, and this is where I have felt *Blood & Plunder* has excelled. I found the rules very easy to pick up and if you think of the sea mechanics as "rooms" on the sea then you will be fine. I am sure experienced players will understand what I mean by this statement.

I also recommend to new players, who want to collect the amazing ship models from *Firelock Games* to jump right in and you will get your sea legs in no time.





# Wonder Book



## WONDER BOOK

DVG 9042..... \$79.99 | Available Now!

Oniria, is the world of an ancient dragon civilization. It's an idyllic paradise, filled with marvelous dragon-made wonders and surrounded by a flourishing wilderness where colors abound. For most of its life Oniria is the picturesque place of peace but things are changing in Oniria, and the entire world is being shaken to its core by darkness. Magic exists in Oniria often spilling out into sparks of magic, like glowing crystal pollen that hangs in the air.

Prophecies tell of a time when human intervention could restore peace and tranquility but only after a great conflict. The Wonder Book, a magic relic, is an antique book, which currently lies in an old tower, waiting to be found by some brave heroes. Its time-worn pages are held in place by a wrinkled leather cover, on which is embedded a gold filigree depicting a glorious tree with branches that look like a monster's claws. The Wonder Book hides many secrets, at least for now. Questions exist; who created it? How is it connected to Oniria? What is inside? Only one thing we know for sure is that it's a portal, the only portal to Oniria.

A special few recently saw a dragon, in the human world, flying above the abandoned tower in the woods where the Wonder Book is kept! Those four that saw the mighty dragon are the chosen ones. The dragon is Eidolon. He is large and has powerful golden wings, eyes as bright as sapphires, and a luminous magical aura that completely envelops him. He is the dragon-king of light. A mighty elder dragon who has ruled for hundreds of years over the Upperworld, the surface part of the magical world of Oniria. They say he has gone missing from Oniria after some recent turmoil and now he is looking for help in our world. The characters track Eidolon to the abandoned tower. From a distance, you can see it peeping out from the dense green mantle of forest vegetation. No one ever dares enter it, because it is known to be crumbling and unsafe. Some even think it is haunted. Children who pass by often ask their parents, "Can I go inside and explore?", only to see their excitement

cut short by a thundering "No! It's dangerous!". Protected by fears and legends, the quiet tower has thus managed to keep its secret hidden for decades, even centuries. The secret of the Wonder Book

lies within, as well as dangerous traps, monsters, and treasure!

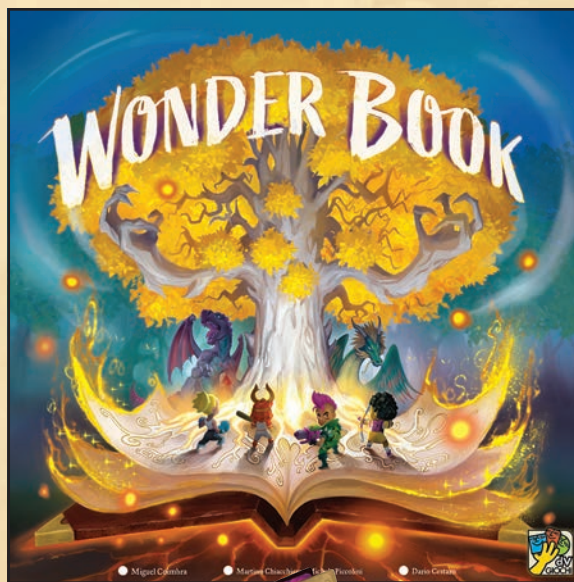
You will enter Oniria as one of four characters, Tina, the girl that cares for everyone. Cheerleader by day, volunteer by night. She just wants to help the world. When she's not helping the world She reads fantasy books and attends Fantasy Club, an after-school group where she can talk about books with her best friends. Lara, who is in the club, is 13 year old on a mission, a mission to protect those around her. Trained by her father in boxing, those

boxing skills became useful when she defended Ken from bullies. Ken is a 12 year old boy who loves sports as much as his samurai helmet; a gift and reminder of his family's ancestry. Ken often hangs out with the book club and his friend Sid. Sid is a punk rocker, and a natural with video games, especially shooters. This led to his love of paintball and spending time with his friends.

Once the characters enter the tower they must be careful not to run afoul of the wyrms, nasty creatures. Dark and mysterious they are minions of the Underworld. They are eyeless, but they compensate for their lack of sight with a sharp sense of smell. Wyrms don't fly like dragons, but they possess menacing claws. Don't get too close! Wyrms are creatures of Oniria, how did they get into our world? Maybe through the only portal, the Wonder Book!

Wonder Book is the first of its kind, a pop-up adventure board game featuring combat and exploration mechanics. Players will take part in storybook adventures guided by chapter decks, similar to chapters in a choose your own adventure. After each chapter your skills and abilities will improve, and your teamwork will become stronger. You will gain new treasures to aid you in your quest. You will make your own choices and forge your own destiny, and together, with a little skill, and a little luck, you may be able to save Oniria.

...





## ALLIANCE GAME DISTRIBUTORS

### SPOTLIGHT ON



#### GAME TRADE MAGAZINE #277

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 277 .....\$3.99

ART FROM PREVIOUS ISSUE

## 25TH CENTURY GAMES



#### DONUT SHOP

In Donut Shop, players will be taking turns placing Donut Tiles in the Display Case, earning points based on how many donuts of the same type are connected. Players then have the opportunity to box groupings of donuts in the Display Case in order to fulfill customer requests from their Order Cards and earn extra money. Bonuses can also be earned from special orders for coffee donuts with sprinkles. At the end of the game, the player that has earned the most money from their donut placement and order fulfillment wins! Scheduled to ship in March 2023.

25C 39000 .....\$39.99



#### RESIST!

Resist! is a fast-playing, card-driven solitaire game in which you take on the role of the Spanish Maquis, fighting against the Francoist regime. Over a series of rounds, you undertake increasingly difficult missions, and completing missions earns you the points needed to win. Failing to defeat missions and enemies may cause you to lose. At the end of each round, you must choose whether to end the resistance or risk it and take on another mission. Scheduled to ship in March 2023.

25C 34000 .....\$24.99

## ARC DREAM PUBLISHING



#### DELTA GREEN RPG: THE CONSPIRACY

The Conspiracy updates the groundbreaking Delta Green in a new, full-color hardback. It is edited and revised for Delta Green: The Role-Playing Game, restructured, and filled with beautifully dreadful new illustrations. This 1990s sourcebook presents government conspiracies, alien activity, undead Nazis, and much more through the lens of Lovecraftian cosmic terrors. And it details Delta Green itself from those lost days: a handful of men and women who use the resources of the government to fight a secret, illegal — some would say treasonous — war against monstrosities which threaten their world. Scheduled to ship in February 2023.

APU 8148 .....\$44.99

## ARCANE TINMEN

### DRAGON SHIELDS JAPANESE (60) MATTE (DISPLAY 10)



#### FOREST GREEN

ATM 11156 .....\$7.99



#### MIDNIGHT BLUE

ATM 11157 .....\$7.99

### DRAGON SHIELDS: (100) BRUSHED ART (DISPLAY 10)



#### BATGIRL

ATM 16068 .....\$18.99



#### BATMAN

ATM 16066 .....\$18.99



#### CATWOMAN

ATM 16069 .....\$18.99



#### THE JOKER

ATM 16067 .....\$18.99

#### VALENTINE DRAGONS 2023

ATM 12083 .....\$13.99



#### WATER RABBIT 2023

ATM 12084 .....\$13.99

### DRAGON SHIELDS: (100) MATTE (DISPLAY 10)



#### FOREST GREEN

ATM 11056 .....\$12.49





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**MIDNIGHT BLUE**  
ATM 11057 .....\$12.49

**DRAGON SHIELDS:  
JAPANESE (60) BRUSHED  
ART (DISPLAY 10)**

**VALENTINE DRAGONS 2023**  
ATM 12613 .....\$9.49



**WATER RABBIT 2023**  
ATM 12614 .....\$9.49

**DRAGON SHIELDS:  
PLAYMAT (DISPLAY 20)**

**VALENTINE DRAGONS 2023**  
ATM 22567 .....\$22.99



**WATER RABBIT 2023**  
ATM 22568 .....\$22.99

**ARCANE WONDERS**



**CRITTERS AT WAR: FLIES, LIES, AND  
SUPPLIES (STAND ALONE OR EXPANSION)**  
Critters At War: Flies, Lies & Supplies is a standalone game in which you play in three theaters: Intelligence, Diplomacy, and Economics. Alternatively, you can mix this game with Critters At War and use any three theaters for a regular game or any five theaters for "epic mode". Gameplay is the same in this standalone game as in Air, Land & Sea: Spies, Lies & Supplies, but with 100% critters and more vibrant colors.  
AWG AW11CWX1 .....\$17.99



**MORTUM: THE SHELTER (STAND ALONE OR EXPANSION)**  
The Shelter is a separate, stand-alone scenario for Mortum. Medieval Detective. It is a game of deduction and adventures, which takes place in a grim world shaped in the image of medieval Europe, with its legends, superstitions and fears coming to life. Take on the roles of secret organization agents and investigate mysterious and thrilling events. In this stand-alone scenario you will end up in a sinister place marked by mysterious events. While unraveling its secrets, you will meet people of uneasy fate, none of which are faceless "observers".  
AWG AW12MMX01 .....\$19.99



**PICTURE PERFECT:  
THE SHERLOCK EXPANSION**  
A murder has happened! It could have been anyone - even the dog! But Sherlock Holmes is already investigating. Will you provide the master detective with the crucial clues? Or will you side with the murderer? The murderer has mingled with the mourners. Talk to those present to find out who has an alibi. But be careful not to reveal too much of what you've found out to the other photographers! Add an all-new game mode to your perfect moment! Find out who the culprit is and set Sherlock and Watson up to either catch him or let him escape! The stakes have never been so high. Can you take the best photo under such conditions?  
AWG AW10PPX4 .....\$22.99

**BATTLE SPIRITS SAGA TCG**  
Scheduled to ship in April 2023.

**SPOTLIGHT ON**

**CORE SET 01 DISPLAY (8) (C01)**  
All-in-one set includes 2 booster packs, 16 cores, and 2 exclusive cards! A great value for players who want to purchase more booster packs or cores cards. Players can greatly supplement their gameplay experience with this set alone! Contains 2 exclusive cards (same type) that are highly versatile in the competitive scene. A must have for all BSS players to power up their decks! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
BAN 2662786.....PI

**SPOTLIGHT ON**

**SET 01 BOOSTER DISPLAY (24) (BSS01)**  
The booster lineup includes more than 130 cards including Siegwurm Nova, the main character of the 4K CG video! You can build 2 or more decks for each of the 4 colors, each with their own unique gameplay style and themes. X Rares, Special Rares, and Top Rares are holo with texture foiling, while Common, Uncommon, and Rare cards are all also available in holo versions! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
BAN 2662785.....PI

**STARTER DECK - PURPLE DISPLAY (6) (SD02)**  
A starter deck for each of the four colors (red, purple, white, yellow) is available to complement and expand upon the cards included in the first set. These are competitive decks that include cores and a play sheet/rules manual, so you can start competing out of the box! Some cards have exclusive text not available in booster packs. You can build an even more powerful deck by adding cards from the booster packs. Learn how to play the game and experience the world of BSS through the flavor text. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
BAN 2662788.....PI

**STARTER DECK - RED DISPLAY (6) (SD01)**  
BAN 2662787.....PI

**STARTER DECK - WHITE DISPLAY (6) (SD03)**  
BAN 2662789.....PI

**STARTER DECK - YELLOW DISPLAY (6) (SD04)**  
BAN 2662790.....PI



## SPOTLIGHT ON



### DIGIMON TCG: ACROSS TIME BOOSTER DISPLAY (24) (BT12)

Introducing a character lineup that will be incredibly popular among Digimon anime fans! The lineup is designed to evoke the fan favorite Digimon Xros Wars: The Young Hunters Who Leapt Through Time! In addition, famous scenes from each series are fully recreated in the card game, allowing the fans to build their own concept decks. The two Secret (SEC) cards included in this set include a SECOND version with an alternate design. This version also has a low pull rate and is a rare and gorgeous card for every collector and player to search for! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
BAN 2667467.....PI

### DRAGON BALL SUPER TCG

## SPOTLIGHT ON



### ZENKAI - SET 04 BOOSTER DISPLAY (24) (B21)

The "Z Stack" keyword introduced in Set 03 expands! Stack Z Cards for great gameplay effects. Stack cards and recreate transformation and parasite scenes from Dragon Ball history. Players will want to have the full 7 cards in their Z Deck for optimal gameplay and deck building fun. There will be a lineup of warriors who have come back to life in the midst of battle! In addition to classic characters such as Perfect Cell and Golden Frieza, Super Uub joins the fray as a leader to recreate his fusion with Majin Buu. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
BAN 2667465.....PI

### ONE PIECE TCG



### BLUE CARD CASE DISPLAY (12)

Holds 61 sleeved cards and includes one separator. Scheduled to ship in April 2023. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
BAN 2667948.....PI



### RED CARD CASE DISPLAY (12)

Holds 61 sleeved cards and includes one separator. Scheduled to ship in April 2023. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
BAN 2667949.....PI

# Hive Mind™

designed by  
RICHARD GARFIELD

THE GAME  
OF THINKING  
ALIKE!



## A party game with no wrong answer!

Score points every time you answer a question the same as other players. Those that don't think alike can find themselves sent right off the board!



[www.CalliopeGames.com](http://www.CalliopeGames.com)

Game play  
**30-90**  
minutes

Ages  
**8+**

**3-12**  
players

GAMES

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**WHITE CARD CASE DISPLAY (12)**  
Holds 61 sleeved cards and includes one separator. Scheduled to ship in April 2023. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
BAN 2667950..... PI



**OFFICIAL SLEEVES SET 2 DISPLAY (12)**  
Contains 12 assorted One Piece sleeve packs with 70 sleeves each. Four different designs. Scheduled to ship in April 2023. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
BAN 9035543..... PI

# ONE PIECE

## CARD GAME

**OFFICIAL PLAYMAT**  
Scheduled to ship in June 2023.  
BAN 2678352..... PI

**STORAGE BOX - DON!! DISPLAY (12)**  
Scheduled to ship in June 2023. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
BAN 2678350..... PI

**STORAGE BOX - STANDARD BLACK DISPLAY (12)**  
Scheduled to ship in June 2023. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
BAN 2678098..... PI

### BITEWING GAMES



**TRAILBLAZERS**  
In *Trailblazers*, players compete to earn the most points by building biking, hiking, and kayaking loops from their campsites of the matching trail type. Each round, players are dealt eight trail cards where they'll draft two cards, arrange those cards in their personal area, and pass their hand to the next player three times. Cards must either be placed adjacent to or overlapping other cards. While players can push their luck by aiming to construct long and elaborate trails, only closed loops that start and end at a matching campsite will score points. Scheduled to ship in March 2023.  
BTW 302..... \$50.00

**TRAILBLAZERS: TRAVEL EDITION**  
The *Travel Edition* of *Trailblazers* plays up to 4 players. It does not include any expansions. There is one solo mode. (The Standard and Deluxe editions play up to 8 players, include the Animals and Adventures expansions, and have three solo modes.) Scheduled to ship in March 2023.  
BTW 300..... \$25.00



### CALLIOPE GAMES



**FOUR CORNERS: GALAXY**  
*Four Corners: Galaxy* is a living puzzle! In this quick, fun, and captivating game, everyone has a different solution, but only the player who best manipulates the board and completes their puzzle will win! Players each start a game of *Four Corners: Galaxy* game with secret goals. Every turn, you'll add, twist, rotate, and flip tiles to reach your goal. This is achieved on the unique, patented *Four Corners* game board, which allows tiles to rotate and move without affecting neighboring tiles. Scheduled to ship in March 2023.  
CLP 401 ..... PI



**FOUR CORNERS: KALEIDOSCOPE**  
*Four Corners: Kaleidoscope* is a living puzzle! In this quick, fun, and captivating game, everyone has a different solution, but only the player who best manipulates the board and completes their puzzle will win! Players each start a game of *Four Corners: Kaleidoscope* game with secret goals. Every turn, you'll add, twist, rotate, and flip tiles to reach your goal. This is achieved on the unique, patented *Four Corners* game board, which allows tiles to rotate and move without affecting neighboring tiles. Scheduled to ship in March 2023.  
CLP 400 ..... PI

### CATALYST GAME LABS



**BATTLETECH: A TIME OF WAR**  
It is the 31st century. Mankind has spread to the stars and spawned titanic stellar empires, each controlling hundreds of worlds across a thousand light years and beyond. Yet the sins of man have followed him from the cradle of humanity. Political machinations of feudal lords plunge whole sectors into war, while unscrupulous merchant starship captains smuggle weapons to their own faction's enemies, and greedy military commanders demand tribute from worlds they're protecting: it is a time of war. What empire will you swear allegiance to, and how will you become a legend?  
CAT 35005V ..... \$49.99



**BATTLETECH: MINIATURE FORCE PACK - WOLF'S DRAGOONS ASSAULT STAR**  
The Wolf's Dragoons are the most well-known and respected mercenary command in the Inner Sphere and their Mech Warriors are some of the most skilled and feared across hundreds of worlds. Once more, the Inner Sphere is poised for war and the Wolf's Dragoons are on the forefront. This set includes the new Annihilator, as well as re-posed Timber Wolf and Rifleman and new variants of the Archer and Blackjack BattleMechs - no assembly required - along with 10 MechWarrior pilot cards and five Alpha Strike cards! Perfect for BattleTech and Alpha Strike action! Scheduled to ship in December 2022.  
CAT 35741..... \$29.99

**CENTURION**  
Welcome to the Roman Legions! *Centurion* is part of the Profile System game line, as originally presented Catalyst's award-winning game *The Duke*. This new, stand-alone set included thirteen new tile designs and nineteen total tiles for each side, all with an old-world Roman army theme. Scheduled to ship in January 2023.  
CAT 13631..... \$39.99





# SHADOWRUN

**SHADOWRUN RPG: NULL VALUE**  
Scheduled to ship in January 2023.  
CAT 28452.....\$49.99

## COMICARE SUPPLIES

### COMICARE

Scheduled to ship in December 2022.

## SPOTLIGHT ON



**CURRENT BOARDS (100)**  
DIA STL252188 .....PI



**CURRENT PE BAGS (100)**  
DIA STL251923 .....PI



**CURRENT PP BAGS (100)**  
DIA STL251947 .....PI

## SPOTLIGHT ON



**CURRENT PP RESEALABLE BAGS (100)**  
DIA STL251955 .....PI



**GOLDEN BOARDS (50)**  
DIA STL252191 .....PI



**GOLDEN PE BAGS (100)**  
DIA STL251926 .....PI



**GOLDEN PP BAGS (100)**  
DIA STL251949 .....PI

## SPOTLIGHT ON



**GOLDEN PP RESEALABLE BAGS (100)**  
DIA STL251958 .....PI

**GRADED COMIC STORAGE BOX (5)**  
DIA STL252195 .....PI

**GRADED MAGAZINE STORAGE BOX (5)**  
DIA STL252196 .....PI



**LONG COMIC BOX (10)**  
DIA STL252192 .....PI



**MAGAZINE BOARDS (50)**  
DIA STL252190 .....PI

## SPOTLIGHT ON



**MAGAZINE PE BAGS (100)**  
DIA STL251927 .....PI



**MAGAZINE PP BAGS (100)**  
DIA STL251950 .....PI



**MAGAZINE PP RESEALABLE BAGS (100)**  
DIA STL251959 .....PI



**MAGAZINE STORAGE BOX (10)**  
DIA STL252194 .....PI

## GAMES

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# SPOTLIGHT ON



**SILVER PE BAGS (100)**  
DIA STL251925 .....PI



**SILVER PP RESEALABLE BAGS (100)**  
DIA STL251956 .....PI



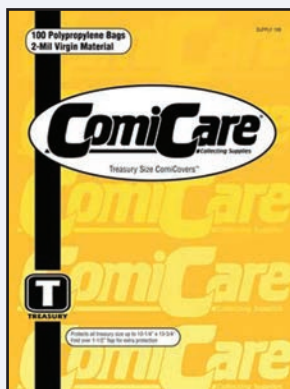
**SILVER PP BAGS (100)**  
DIA STL251948 .....PI



**SILVER BOARDS (100)**  
DIA STL252189 .....PI

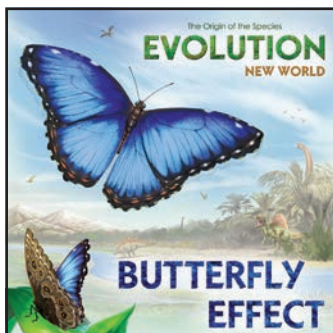


**SHORT COMIC BOX (10)**  
DIA STL252193 .....PI



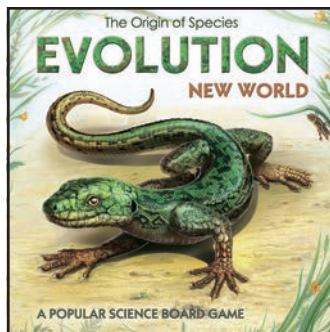
**TREASURY SIZE PE BAGS (100)**  
DIA STL251946 .....PI

## CROWD GAMES



### EVOLUTION: BUTTERFLY EFFECT EXPANSION

The *Butterfly Effect* expansion gives you a new and unique way to play *Evolution: New World*. In the box, you'll find: 13 new traits and the Seashore Area. Add more gameplay depth and create dynamic survival strategies for your animals with new modes and scenarios. The Solo mode: In the Alien World scenario you will fight 1 on 1 against the merciless Dominator and insatiable Devastator for supremacy or create your own monsters to compete with. Scheduled to ship in January 2023.  
CGA 08002 .....\$25.00



### EVOLUTION: NEW WORLD

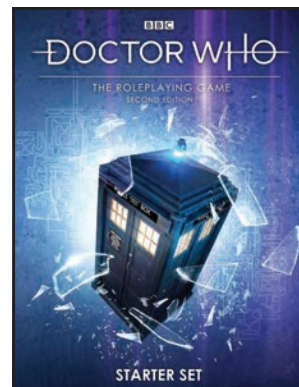
*Evolution: New World* is an updated and extended version of the basic *Evolution*. The *Origin of Species* game. It includes both well-known animal traits and new ones, complete with refined descriptions and colorful illustrations. Food is now generated using Area cards, and animals can use shelter to hide from predators. The diversity of living organisms inhabiting our planet is astonishing. According to the theory of evolution, random mutations occur all the time, granting new traits to animals and plants. These traits are then tested through natural selection. Scheduled to ship in January 2023.  
CGA 08001 .....\$45.00

## CUBICLE 7



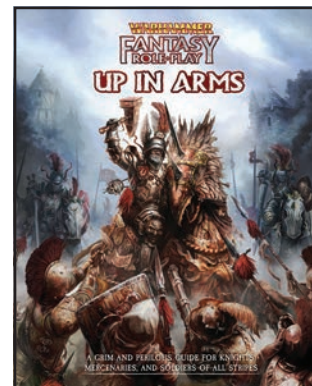
### WARHAMMER AGE OF SIGMAR RPG: CHAMPIONS OF DESTRUCTION

*Champions of Destruction* allows players to create the most brutally cunning or cunningly brutal characters for *Warhammer Age of Sigmar: Soulbound*. Become Da Boss, set out across the Mortal Realms in search of a good scrap, and face down the biggest, baddest, creatures in all of the realms! The book features new Destruction aligned Species, new Archetypes, new Talents, tooth splittingly destructive new spells, Miracles and more. Scheduled to ship in January 2023.  
CB7 2534 .....\$39.99



### DOCTOR WHO RPG: SECOND EDITION STARTER SET

*Doctor Who RPG: Second Edition Starter Set* contains everything you need to start your adventures across all of space and time. Whether you're a complete beginner at roleplaying games or looking for an epic new campaign, this boxed set is the perfect starting point for anyone wanting to experience the vast universe of Doctor Who. The Timeless Library is a brand new adventure for players of all experience levels. It sends a group of new and varied companions on a journey to a vast library filled with dangerous artefacts and even more dangerous invaders. The story continues in the epic campaign *The Echo Chamber* and a quest to recover *The Hermit's Lantern*, providing new and established characters a wealth of adventure that will take them to surprising new worlds.  
CB7 1305 .....\$39.99



### WARHAMMER FANTASY RPG: UP IN ARMS

*Up in Arms* provides options and guidance for *Warhammer Fantasy Roleplay Characters* who follow warrior careers. It focuses on abilities that players and GMs can make use of to add variety and expertise to the fighting folk of the Old World. The Old World is a dangerous place. With the Empire fractured within and threatened by enemies without, it is only wise to learn the skills of a soldier, or to employ those who already have. Some may say that to live by the sword is to die by the sword, and there is truth to this. But in the wilds of the Empire, to refuse to live by the sword is to die by the sword even sooner. Scheduled to ship in January 2023.  
CB7 2467 .....\$39.99



### DOCTOR WHO RPG: GAMEMASTER'S SCREEN

Packed with all the information a Gamemaster needs for easy reference during a session of the *Doctor Who Roleplaying Game*, this deluxe, heavy-duty screen features a montage of the Doctor's greatest foes on one side, and loads of handy reference charts and tables on the reverse. Scheduled to ship in December 2022.  
CB7 1129 .....\$14.99





### WARHAMMER FANTASY RPG: WINDS OF MAGIC

*Winds of Magic* is a comprehensive guide to the practices and traditions taught by the eight Colleges of Magic. As well as providing background to the development of magic in the Empire it includes details of a multitude of magic practices, creatures, and places. Scheduled to ship in March 2023.

CB7 2471 .....\$49.99

### WARHAMMER FANTASY RPG: WINDS OF MAGIC - COLLECTOR'S EDITION

The *Winds of Magic Collector's Edition* is a veritable Grimoire, with a faux leather cover embossed with the details of Paranoth's Wheel and the symbols of the Colleges of Magic. Spot UV to highlight even more detail and texture, and a gold foil stamp that would make the finest print presses in Altdorf proud. The spine of the book is rounded with raised hubs, and the book is reminiscent of the sort of dusty tomes one might hide in the attic from prowling witch hunters. *Winds of Magic* is a comprehensive guide to the practices and traditions taught by the eight Colleges of Magic. As well as providing background to the development of magic in the Empire it includes details of a multitude of magic practices, creatures, and places. Scheduled to ship in March 2023.

CB7 2481 .....\$99.99



### WARHAMMER 40K WRATH & GLORY RPG: GAMEMASTER'S SCREEN

The *Wrath and Glory Gamemaster's Screen* is an indispensable addition to every GM's toolkit! The GM screen contains a wealth of information, commonly referenced rules, and an additional 32 page booklet packed with advice, NPCs, and short adventures suitable for any group. Scheduled to ship in January 2023.

CB7 2604 .....\$29.99

## DIAMOND COMIC DISTRIBUTORS

## SPOTLIGHT ON

### DUNGEONS & DRAGONS: MINIMATES - HEROES BOX SET

This deluxe box set of six 2-inch Minimates includes the entire team of heroes: Bobby the Barbarian, Diana the Acrobat, Eric the Cavalier, Hank the Ranger, Presto the Magician and Sheila the Thief! Plus, get a tiny figurine of Uni the Unicorn! Each Minimate features multiple points of articulation and character-specific accessories, and all parts are fully interchangeable! They come packaged in a full-color, book-styled window box with a fifth-panel cover. Designed and illustrated by Barry Bradfield! Scheduled to ship in May 2023.

DIA STL254104 .....PI



# ARK NOVA

TOP 5 ALL-TIME GAME **BGG** BOARDGAMEGEEK

**BEST GAME OF THE YEAR**  
WINNER  
15th ANNUAL GAMING AWARDS

**tabletop GAMING AWARDS 2022**  
BEST BOARD GAME

**GOLDEN GEEK WINNER**

**EXPERT**  
GAME 2021

**GOLDEN MEETIE**  
GAME OF THE YEAR  
2021

**DIAMANT DOR**  
2022

**Engelbergspiele 2022**  
Ehrenmitglied des Jahres

**WINNAAR**  
EXPERTS  
2022

**SEAL OF EXCELLENCE**

**GULDBRIKKEN**

**INTERNATIONAL GAMERS AWARDS**

**DEUTSCHER SPIELPREIS**  
2022

**14+** **1-4** **90-150**

## AVAILABLE NOW

FS5100 MSRP \$74.95

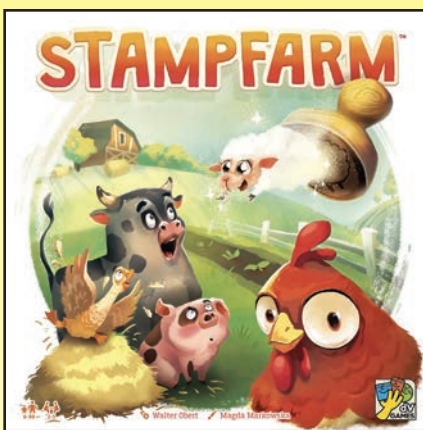




## DV GIOCHI



# FEATURED ITEM



### STAMPFARM

This is a "roll and stamp" game including six colored stamps showing cow, goose, hen, pig, sheep and hay bale. Scheduled to ship in December 2022.  
DVG 9610 ..... \$22.99

## FIRELOCK GAMES

### WAR STORES

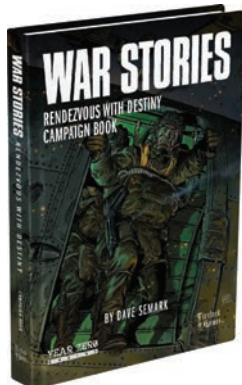
Scheduled to ship in November 2022.



### WAR STORES: A WW2 RPG

War Stories is a roleplaying game set during the Second World War. With it, you and your friends may play roles of heroic soldiers parachuting into Normandy during Operation Overlord in June of 1944, or as a harried tank crew grinding their way through France in the break out that followed. You may even explore history as an intrepid war correspondent or an underground resistance fighter. The campaign game will allow players to tell the tale of their stalwart band as they collectively liberate France and drive onward toward victory.

FGD WS0001 ..... PI



### CAMPAIGN BOOK - RENDEZVOUS WITH DESTINY

In *Rendezvous With Destiny* your players take on the roles of paratroopers of the 506th Parachute Infantry Regiment (PIR) of the US 101st Airborne Division. They will jump into German-occupied France, and fight to secure the success of Operation OVERLORD, the Allied invasion of Normandy. This campaign book contains all the information the GM needs to create intense and exciting stories, fighting and striving to win the battle for Normandy. This battle will pit them against the worst that the Germans can throw at them, and pit them one against the other in a struggle of honor, loyalty and vengeance.

FGD WS0005 ..... PI



### DICE SET

FGD WS0003 ..... PI



### GAME MASTER SCREEN

FGD WS0002 ..... PI

### WEAPONS CARD DECK

This box contains 54 high quality illustrated custom cards designed for the War Stories World War 2 Role Playing game. You will receive 44 cards depicting a weapon used in game and 10 initiative cards.

FGD WS0004 ..... PI



## FIRESIDE GAMES



### CASTLE PANIC: SECOND EDITION - ENGINES OF WAR EXPANSION

Castle Panic: Engines of War introduces an engineer who uses new resource cards to build catapults, ballistas, barricades, and more in order to better defend the castle from the growing capabilities of the monsters — and you're going to need his help since they're now charging at you with a siege tower, war wagon, and a battering ram. What's more, they've enlisted the help of a shaman, breather, and goblin saboteurs. Prepare your forces! Scheduled to ship in March 2023.

FSD 1019 ..... \$19.95

## FLYING CARPET GAMES

### EMERGENCY FORCE

Help police, fire and ambulance response teams join together as part of your Emergency Force! Emergency Force is a tile placement game in which players seek to deploy their emergency response teams (police, medical and fire) to where they are most needed. Players construct the city by placing tiles, each of which contains one or more incidents worth points to any response team deployed to that block. Each type of team scores points differently and the player with the most points at the end of the game wins! Scheduled to ship in March 2023.

FCG 11001 ..... \$35.00



## FLYING FROG PRODUCTIONS



### SHADOWS OF BRIMSTONE: TAKOBAKE CANNON ENEMY PACK

FFP 07E33 ..... \$24.95



**THE LORD OF THE RINGS RPG**

Scheduled to ship in February 2023.

**SPOTLIGHT ON**



**THE LORD OF THE RINGS RPG: CORE RULEBOOK (5E)**

Return to Middle-earth with *The Lord of the Rings Roleplaying*, a brand new adaptation of the works of J.R.R. Tolkien using the rules for 5E. Six original heroic cultures from the land of Eriador. Six new classes. A host of terrifying adversaries. Comprehensive rules for journeys, councils, wondrous artefacts, and the subtle magic of Middle-earth. Based on the second edition of *The One Ring* roleplaying game by Francesco Nepitello.

FLF LTR001 .....\$57.99

**LOREMASTER'S SCREEN (5E)**

A deluxe Loremaster's screen in landscape format for *The Lord of the Rings Roleplaying*, including a Rivendell compendium. Beautiful art on the outside. A host of useful tables and important information on the inside. The Rivendell compendium contains information about The Last Homely House, including a map of the valley and a plan of the house itself.

FLF LTR003 .....\$29.99



**SHIRE ADVENTURES (5E)**

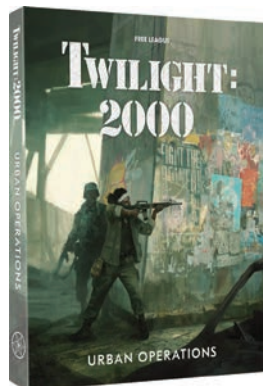
*Shire Adventures* is a 104-page hardback volume that describes the Shire in great detail, as well as five short adventures and seven pre-generated characters, including famous Bagginses, Took, and Brandybucks! Five adventures. Seven pre-generated characters.

FLF LTR002 .....\$39.99

**TWILIGHT 2000 RPG: URBAN OPERATIONS EXPANSION**

*Urban Operations* is the first expansion for the recently released new edition of RPG classic *Twilight: 2000*. It is a modular expansion focused on cities, loosely based on the classic module *Free City of Krakow* for the first edition of *Twilight: 2000*, but designed to be used in any city environment. A boxed set with a scenario book, city maps, scenario site maps, modular battle maps for urban environments, and new encounter cards for urban environments. New factions. New scenario sites. Several plots to create longer story arcs. Scheduled to ship in February 2023.

FLF T2K008 .....\$39.99



**PATHFINDER**



**PATHFINDER A TASTE OF ASHES**

Continue the Blood Lords Adventure Path in which the characters rise from skilled troubleshooters to join the lords who rule a land of the dead.

PZ090185 MSRP \$26.99



**PATHFINDER KINGMAKER BESTIARY (5E)**

Designed to work alongside the new Pathfinder Adventure Path campaign book, this volume makes quick conversion of the campaign to 5E a breeze!

PZ02025 MSRP \$49.99



**PATHFINDER LOST OMENS IMPOSSIBLE LANDS**

Explore a region where the present is still haunted by the past, and echoes of destruction still shudder across those who brave it!

PZ09314 MSRP \$59.99



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WWW.GF9.COM

GAMES

OUT NOW



## Dune: Arrakis

ARRAKIS: Dawn of the Fremen is the brutal, cutthroat game about tribal control of Arrakis, long before the events of the novel Dune.

Each player controls a tribe of Fremen warriors, struggling to gather the scarce resources of Arrakis, developing the weapons and sietches they'll need to survive, and harnessing the power of sandworms for battle.

Will your tribe prevail, or will you vanish into the desert?



60-90  
mins



2-4  
players



Ages  
14+

GF9 DUNE07 \$60

## Star Trek: Breen Confederacy

Little is known about the secretive Breen, not their appearance, and not even whether they are a single species or several species. Intensely territorial, the Breen annihilated the Klingon fleet sent to conquer them, leaving the Klingons no wiser as to who or even what they were facing. As the Romulans say, "Never turn your back on a Breen."

This expansion has everything you need to add the Breen as a playable civilization in your games of Star Trek: Ascendancy.

Discover New Star Systems, Encounter new Exploration Cards plus more Space Lanes and Resource Nodes!



1 hour  
per player



+1  
player



Ages  
14+

GF9 ST041 \$40



OUT NOW

OUT NOW



## Star Trek: The Dominion War

Through their Vorta commanders and Jem'Hadar super soldiers, the Founders rule as gods, bringing order to the galaxy. The discovery of the Bajoran Wormhole brought this ancient civilization onto conflict with the more youthful civilizations of the Alpha Quadrant.

This expansion adds the Dominion as a playable civilization, the Bajoran Wormhole leading to the Gamma Quadrant as a new area to explore, and a Dominion War variant that changes the playing field by dividing the civilizations into two rival Alliances with players striving to see their Alliance dominate the opposing Alliance.



1 hour  
per player



1 or more  
players



Ages  
14+

GF9 ST044 \$50



## Firefly Misbehavin'

In Firefly: Misbehavin', players get to control different factions of the Firefly 'Verse, from the criminal enterprises of Badger or Niska, to the self-righteous Alliance, and even Serenity as Mal attempts to find a crew and keep flyin'.

This deckbuilding card game gives each player a unique starting deck of cards, and access to characters, items, and locations in the Core, Border, and Rim. Compete to control your own corner of the 'Verse, or play through different Episodes with a wide variety of objectives.

60-90  
mins

2-4  
players

Ages  
14+

GF9 FFF01 \$65



MON LNO

GAMES

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OUT NOW



## Pirates of Skydock

There's nothing wrong with being a pirate - sailing through the stars and making a living by any means necessary. In fact, among some, it's a very honorable position. You're ready, you have a crew, and you just need one more thing: a ship.

But you're in luck! After greasing the right palms, you learned of a newly-refitted vessel ripe for the taking with a skeleton crew of guards protecting it. With the right team, you could take it. The only problem is you're not going to be the only one trying to get that prize...

60-90  
mins

2-4  
players

Ages  
14+

GF9 PFSF02 \$60

## Enola Holmes: Finder of Lost Souls

Detection is not a simple game, but with the help of my extraordinary brother, Sherlock, and a certain nincompoo, I'll see the truth soon enough.

Enola Holmes is an all-against-one cooperative game where the detectives travel around London solving puzzles to gain the clues that will fuel their deductions.

Can you deduce the crime before the criminal wins?

45  
mins

2-4  
players

Ages  
14+

GF9 ENHO01 \$40



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GTM

JAN  
2023

39





GAMELYN GAMES



DUNGEON HEROES: SECOND EDITION

Welcome to the Dungeon! Two players go Head-to-Head controlling opposing sides in a game of deduction and deceit. One player controls a party of four heroes adventuring into a dungeon for treasure. The other is the Dungeon Lord who reigns over the dungeon's traps, treasures, and monsters.

GLG DHRE.....\$30.00

GIGAMIC



QAWALE

Simultaneously simple and tactical, Qawale is inspired piles of stones found along paths. Just as nature bends everything to its whims, prepare to be transported by the twists and turns of the abstract strategy in this incredible game.

Scheduled to ship in February 2023.

HBG GCQW.....\$37.99

GOOD GAMES PUBLISHING



UNFAIR: COMICBOOK HACKER KAIJU OCEAN EXPANSION

Build the city's greatest theme park, whatever it takes, with more themes now available in the Unfair Expansion: Comicbook Hacker Kaiju Ocean. Scheduled to ship in January 2023.

GOP 006.....\$39.99

GOODMAN GAMES

DCC DICE

Scheduled to ship in February 2023.



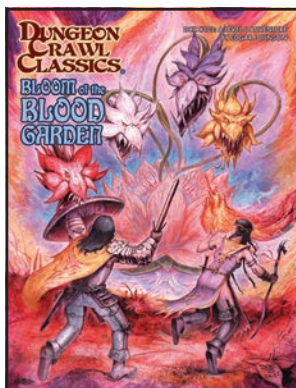
MIGHTY DICE OF ARMS

GMG 6069.....\$34.99



NOTES OF MERCURIAL MAGIC

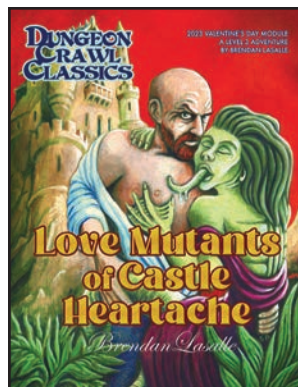
GMG 6078.....\$34.99



DUNGEON CRAWL CLASSICS #103 - BLOOM OF THE BLOOD GARDEN

Goodman Games is proud to announce the upcoming release of DCC #103 Bloom of the Blood Garden. There's something strange blooming up at the old manor on Cob Hill. Locals hired by the new owner have gone missing. Unknown to all, an ancient blood pact is being honored, allowing a demonic being entrance into the world. Bloom of the Blood Garden is a 0-level funnel designed to kick off a new campaign or serve as a one-shot adventure. The adventure details the twisted gardens of Cob Hill, the crumbling manor, and the dark spaces beneath it, all of which hold terrors for the adventurers to encounter and hopefully survive. The adventure is designed for use with Dungeon Crawl Classics RPG. Written by Edgar Johnson with cover artwork by Doug Kovacs. Scheduled to ship in March 2023.

GMG 5113.....\$10.99



DUNGEON CRAWL CLASSICS RPG: 2023 VALENTINE'S DAY MODULE - LOVE MUTANTS OF CASTLE HEARTACHE

Arriving in time for Valentine's Day from Goodman Games is the 2023 Valentine's Day Module, Love Mutants of Castle Heartache. When the Mad Un-God of mortal passion's heart is broken, he embarks on a campaign to spread cosmic desolation. If he can't be happy, nobody can! It's up to the adventurers to save the multiverse from heartbreak. Love Mutants of Castle Heartache is designed for 3rd level Dungeon Crawl Classics characters, pitting those heroes against the mutated guardians of Castle Heartache, a place turned desolate with despair. Who knows what lies in its depths? DCC RPG judges can run Love Mutants of Castle Heartache as a one-shot adventure in celebration of Valentine's Day or include it as part of an ongoing campaign. Scheduled to ship in February 2023.

GMG 54023.....\$9.99



FIFTH EDITION FANTASY #24: THE PRISM OF REDEMPTION

Goodman Games is proud to present Fifth Edition Fantasy #24, The Prism of Redemption. A fallen celestial is in desperate need of redemption! Will the heroes heed the call, leading to a plane-hopping adventure through the looking glass to collect enchanted gems? After a series of boss battles, the adventure culminates in a confrontation with a massive dragon. The Prism of Redemption is an all-new double-length softcover adventure suitable for 12th level characters. Based on a 2021 Team Tournament, it includes the original team scoring system, but is suitable for campaign use as well. Scheduled to ship in February 2023.

GMG 55524.....\$17.99



MONSTERS AND MAGIC OF LANKMAR (5E)

From the fog-shrouded streets of Lankmar to your gaming table! Monsters and Magic of Lankmar is filled with terrible beasts and new magic, each presented in a ready-to-use fifth edition format. Get ready to venture to the land of Lankmar and see what adventure awaits you and your players. Monsters and Magic of Lankmar is a softcover sourcebook containing more than 20 new monsters and over 15 new spells and magical items, inspired from the fantastic stories of Falthr and the Gray Mouser, as written by world-renowned fantasy author, Fritz Leiber. Scheduled to ship in February 2023.

GMG 5560.....\$11.99



TALES FROM THE MAGICIAN'S SKULL #10

A gong shivers...the mists part to reveal a grisly visage lying upon a mound of rubble, dead but for one glowing, malefic eye...It is time now for Tales From The Magician's Skull #10! You are surely delighted once more to hold an issue of my incomparable magazine in your febrile hands! Marvel upon marvel lie before you, so many of them in abundance that you will doubtless caper in wild abandon once you understand the boon I have granted you! In this issue, you will find nine new stories. Scheduled to ship in March 2023.

GMG 4509.....\$14.99





## GRAND GAMERS GUILD



### HOLIDAY HIJINKS: CUPID CRISIS

You just made last minute reservation plans for a romantic dinner only to find out you're in for a more puzzling experience. *The Cupid Crisis*, title #4 in the *Holiday Hijinks* line, is an escape room style game in just 18 cards! As a group, you will solve a series of puzzles to unravel a mystery. Scheduled to ship in February 2023.

GGL HH 04 ..... \$10.99



### HOLIDAY HIJINKS: THE BIRTHDAY BURGLARY

You've been looking forward to your birthday celebration for weeks. This will be the best one yet! But only if your guests arrive. Can you find them in time for the party? *The Birthday Burglary*, is an 18-card escape room experience for 1 or more players, and takes about 60 minutes to solve cooperatively.

GGL HH05 ..... \$10.49

## GYLD

### CLASS NOTES

Scheduled to ship in March 2023.



#### FIGHTER

This small-format notebook fits easily in a pocket folder, card case, and saves on precious table space in-game. Copy down the runes for a teleportation circle, the name of that fence with the poison mushrooms, or a tactical approach to the fire giant's stronghold. These class-themed notebooks are perfect for your rogue, martial class or magic user.

GYD NOTE-02-RED ..... \$5.00



#### MAGE

GYD NOTE-02-BLUE ..... \$5.00



#### ROGUE

GYD NOTE-02-BLACK ..... \$5.00

# ENCHANTED PLUMES™

**Craft Dazzling Plumes to Win!**  
Play feathers into plumes in descending rows, carefully matching colors to score the most points. Only the most captivating peacocks will win!

Game play  
**30-50**  
minutes

Ages  
**8+**

**2-6**  
players

*Calliope* Games

[www.CalliopeGames.com](http://www.CalliopeGames.com)

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GTM

JAN 2023

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## DICE

Scheduled to ship in March 2023.



### ACID DAMAGE (18)

GYD DDSET-08-ACID .....\$17.99



### BARDIC INSPIRATION SET (20)

GYD DDSET-11-BARDIC .....\$17.99



### BLESS (5)

GYD DDSET-BLESS-D12 .....\$12.99



### BLUDGEONING DAMAGE - ACRYLIC, MARBLE/COPPER (14)

GYD DDSET-213-ABLDG-C .....\$17.99



### BLUDGEONING DAMAGE - ACRYLIC, MARBLE/TEAL (14)

GYD DDSET-212-ABLDG-T .....\$17.99



### BLUDGEONING DAMAGE - ACRYLIC, TEAL/COPPER (14)

GYD DDSET-214-ABLDG-TC .....\$17.99



### BLUDGEONING DAMAGE - METAL, COPPER/BLACK (7)

GYD DDSET-203-MBLDG-B .....\$42.99



### BLUDGEONING DAMAGE - METAL, COPPER/TEAL (7)

GYD DDSET-204-MBLDG-T .....\$42.99



### COLD DAMAGE (18)

GYD DDSET-02-COLD .....\$17.99



### DEATH SAVING THROW (5)

GYD DDSET-215-DSAVE .....\$17.99



### ELDRITCH BLAST DARK (8)

GYD DDSET-222-EBLAST-2 .....\$17.99



### ELDRITCH BLAST LIGHT (8)

GYD DDSET-220-EBLAST .....\$17.99



### FIRE DAMAGE (18)

GYD DDSET-01-FIRE .....\$17.99



### FORCE DAMAGE (18)

GYD DDSET-04-FORCE .....\$17.99



### LIGHTNING DAMAGE (18)

GYD DDSET-10-LIGHTNING .....\$17.99



### MAGIC MISSILE DICE (11)

GYD DDSET-221-MM .....\$17.99



### NECROTIC DAMAGE (18)

GYD DDSET-06-NECROTIC .....\$17.99



### PIERCING DAMAGE - ACRYLIC, GOLD (14)

GYD DDSET-209-APRC-G .....\$17.99



### PIERCING DAMAGE - ACRYLIC, GREEN/GOLD (14)

GYD DDSET-211-APRC-GR .....\$17.99



### PIERCING DAMAGE - ACRYLIC, SILVER (14)

GYD DDSET-210-APRC-S .....\$17.99



### PIERCING DAMAGE - METAL, BLACK/GOLD (7)

GYD DDSET-206-MPRC-G .....\$42.99



### PIERCING DAMAGE - METAL, BLACK/SILVER (7)

GYD DDSET-205-MPRC-S .....\$42.99



### POISON DAMAGE (18)

GYD DDSET-07-POISON .....\$17.99



### PORTENT DICE (3)

GYD DDSET-219-PORTENT .....\$12.99



### PSYCHIC DAMAGE (18)

GYD DDSET-03-PSY .....\$17.99





**RADIANT DAMAGE (18)**  
GYD DDSET-05-RADIANT.....\$17.99



**SLASHING DAMAGE - ACRYLIC, CLEAR/RED (14)**  
GYD DDSET-208-ASLSH-WR.....\$17.99



**SLASHING DAMAGE - ACRYLIC, GLIMMER/RED (14)**  
GYD DDSET-208-ASLSH-R.....\$17.99



**SLASHING DAMAGE - ACRYLIC, GLIMMER/WHITE (14)**  
GYD DDSET-207-ASLSH-W.....\$17.99



**SLASHING DAMAGE - METAL, CHROME/BLACK (7)**  
GYD DDSET-202-MSLSH-B.....\$42.99



**SLASHING DAMAGE - METAL, CHROME/RED (7)**  
GYD DDSET-201-MSLSH-R.....\$42.99



**SNEAK ATTACK (10)**  
GYD DDSET-216-SNEAK.....\$17.99



**SUPERIORITY (17)**  
GYD DDSET-217-SUPER.....\$17.99



**THUNDER DAMAGE (18)**  
GYD DDSET-09-THUNDER.....\$17.99



**WILD MAGIC DICE (3)**  
GYD DDSET-218-WILD.....\$12.99



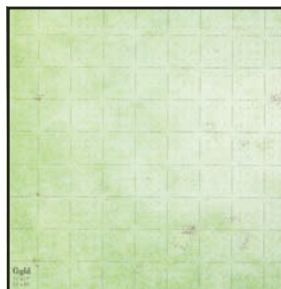
**ENCOUNTER PAD**  
The Gyld Encounter Pad keeps your session running smoothly. Effortlessly flip through and grab the BBEG sheet when your party decides to head straight for the floating tower. Stay focused on crafting an immersive adventure for your players instead of flipping through books and pages of notes. After the battle, each sheet becomes a detailed record of the encounter to aid in your recap and XP tracking. The pad is half-sheet size to conserve space behind your screen, and printed in red-ink for high contrast with your pencil. Each pad contains 50 pre-printed 5.5"x8.5" (half-sheet) encounter sheets. Printed in Cleveland, OH and play tested in Ann Arbor, MI. Scheduled to ship in March 2023.  
GYD PAD-001.....\$9.00



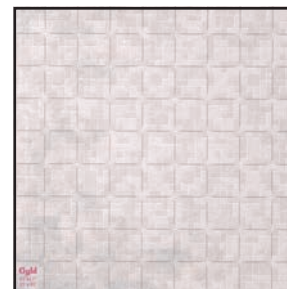
**INITIATIVE CARDS: 10 PACK**  
These disposable cards are lighter than metal or plastic initiative trackers and fit easily in your campaign folder. Printed in red on uncoated card stock for high contrast and easy writing/erasing. Scheduled to ship in March 2023.  
GYD DM-001.....\$9.00

## MAP PADS

Scheduled to ship in March 2023.



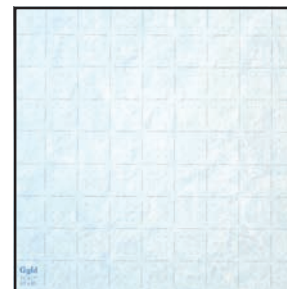
**GRASS**  
GYD PAD-101-GRASS.....\$14.95



**STONE**  
GYD PAD-102-STONE.....\$14.95



**MAP**  
GYD PAD-104-MAP.....\$14.95



**WATER**  
GYD PAD-103-WATER.....\$14.95

## SESSION PAD

The Gyld Session pad is the quick-reference essential for a busy GM. Keep detailed track of your sessions without losing focus on your world building. Session outline, XP, character details and session logistics all in one half-sheet. Ideal for staying organized when you're running multiple campaigns and parties. Each sheet is pre-printed in red ink for high contrast with your pencil. 50 sheets per pad, printed in Cleveland, OH and play tested in Ann Arbor, MI. Scheduled to ship in March 2023.

GYD PAD-002.....\$9.00

## VALDANI'S ADVENTURE NOTEBOOKS

Scheduled to ship in March 2023.



### BLUE

Valdani's Notebook is small-format and fits easily in a pocket folder, card case, and saves on precious table space in-game. Quickly jot the barkeep's name, directions to the mine, and sketch out some runes. Where was that skittish halfling heading again? Named after Valdani, the Elf Ranger in our *Tomb of Annihilation* campaign, who takes comprehensive notes.

GYD NOTE-01-BLUE.....\$5.00





# GAMES

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**GOLD**  
GYD NOTE-01-GOLD .....\$5.00



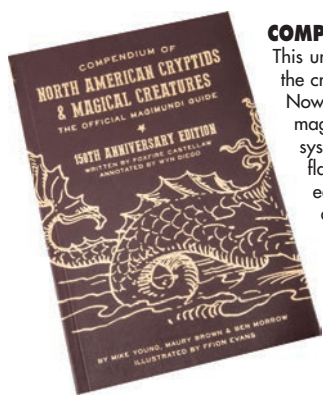
**GREEN**  
GYD NOTE-01-GREEN .....\$5.00

## HORRIBLE GUILD



**THE GREAT SPLIT**  
In *The Great Split*, you draft cards to collect riches such as gems, gold, artwork, and tomes, adding them to your collection to make it the most prestigious of all! You start each round by splitting your cards into two groups, then you pass your wallet to the player on your left — but only one group of cards will be given back to you. You split, they choose! Don't despair, though, because while your opponent is looking at your split, you also receive a similar offer from the player on your right, so choose wisely. When your hand is complete, play your cards to add all those riches to your collection.  
LUM HG147 .....\$44.95

## INEXORABLE MEDIA



**COMPENDIUM OF CREATURES**  
This unique, full-color book is an illustrated guide to the cryptids & magical creatures of North America. Now you can bring in folklore creatures and magical chimera to any tabletop game, with this system agnostic bestiary that is full of amazing flavor text to add detail and drama plus facts for each cryptid and creature, including biology, diet, habitat, magical uses, and defenses. Beautiful faux leather and gold leaf embossed cover, heavy glossy pages with full-body, full-page, full-color illustrations, it will look great (and immersive) at your table and is useful for dungeon masters and monster-aficionados alike. Scheduled to ship in February 2023.  
INX CCV12P 12P .....\$35.00

## IRONGUARD SUPPLIES

**IRONGUARD**  
Scheduled to ship in December 2022.

## SPOTLIGHT ON



- 9-POCKET PAGE (25)**  
DIA STL230307 .....PI
- 9-POCKET PAGE DISPLAY (100)**  
DIA STL230304 .....PI
- 9-POCKET PAGE DISPLAY (250)**  
DIA STL230315 .....PI
- 9-POCKET DELUXE PORTFOLIO BLUE**  
DIA STL230319 .....PI
- BOARD GAME SLEEVES 63MM X 88MM (100)**  
DIA STL230327 .....PI
- PENNY SLEEVES GRADED (100)**  
DIA STL230326 .....PI
- DECK PROTECTOR SLEEVES (50) GREEN**  
DIA STL230334 .....PI
- DECK PROTECTOR SLEEVES (50) GREY**  
DIA STL230332 .....PI
- DECK PROTECTOR SLEEVES (50) RED**  
DIA STL230335 .....PI
- DECK PROTECTOR SLEEVES (50) YELLOW**  
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## IELLO

## SPOTLIGHT ON



**THE ANIMALS OF BAKER STREET**  
Enjoy an original setting in which animals lead investigations! In this narrative game, play as four different animals, just as clever as they are witty, who encounter mysterious situations. Meet characters, gain objects, collect information, and piece them together to unravel the mystery! *The Animals of Baker Street* is a thrilling investigative game for the entire family with a unique setting, enhanced by the talented pen of famous youth author, Clémentine Beauvais, and Sherlock games specialist Dave Neale.  
IEL 70027 .....\$44.99

### INFERNAL WAGON

Oh no, the mine is collapsing! Hurry, get in the wagon and head towards the exit! *Infernal Wagon* is an intensely fun cooperative game in which players must work together to create a path to the exit... before time runs out! But be careful: each card played has a high chance of triggering devastating effects!  
IEL 51996 .....\$15.99



## SPOTLIGHT ON



**9-POCKET PAGE BLACK (25)**  
DIA STL230313 .....PI

## SPOTLIGHT ON



**9-POCKET DELUXE PORTFOLIO BLACK**  
DIA STL230316 .....PI



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# SPOTLIGHT ON



## BOARD GAME SLEEVES EU

59MM X 92MM (100)

DIA STL230329 .....PI



## BOARD GAME SLEEVES EU MINI

44MM X 68MM (100)

DIA STL230330 .....PI



## BOARD GAME SLEEVES MINI

41MM X 63MM (100)

DIA STL230328 .....PI



## DECK PROTECTOR BOX (100)

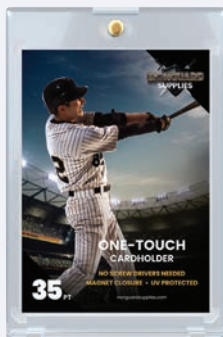
DIA STL230355 .....PI

# SPOTLIGHT ON



## DECK PROTECTOR SLEEVES (50) BLACK

DIA STL230344 .....PI



## ONE TOUCH MAGNETIC CARD HOLDER 35PT

DIA STL215480 .....PI



## ONE TOUCH MAGNETIC CARD HOLDER 55PT

DIA STL215481 .....PI



## PENNY SLEEVES LARGE LIP (100)

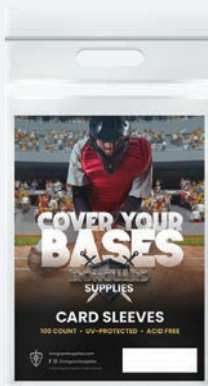
DIA STL230353 .....PI

# SPOTLIGHT ON



## PENNY SLEEVES SMALL LIP (100)

DIA STL230351 .....PI



## STANDARD (100)

DIA STL230325 .....PI



## SEMI-RIGID CARD SLEEVES (200)

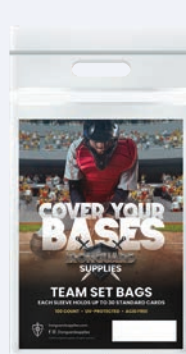
DIA STL215479 .....PI



## TAROT CARD SLEEVES (100)

DIA STL230331 .....PI

# SPOTLIGHT ON



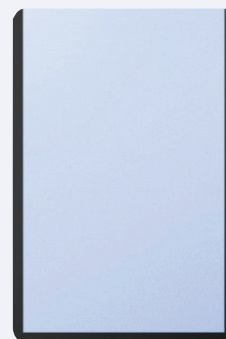
## TEAM SET BAGS (100)

DIA STL230418 .....PI



## TOPLAYER 35PT (25)

DIA STL215472 .....PI



## TOPLAYER 35PT BLACK PACK (25)

DIA STL215473 .....PI



## TOPLAYER 35PT NUMBERED PACK (25)

DIA STL215476 .....PI

# GAMES

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JAN 2023

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## SPOTLIGHT ON



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DIA STL215477 .....PI



**TOPLOADER 35PT YELLOW  
PACK (25)**  
DIA STL215474 .....PI



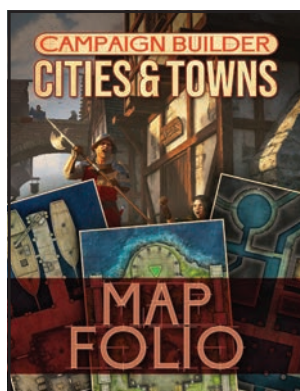
**TOPLOADER 75PT PACK (25)**  
DIA STL215478 .....PI

### KOBOLD PRESS

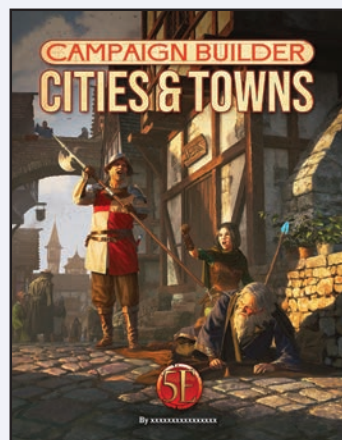
#### CAMPAIGN BUILDER: CITIES AND TOWNS - MAP FOLIO (5E)

The *Cities & Towns Map Folio* provides 12 large, 24 by 36 inch, high-resolution, wet/dry-erase battle maps perfect for staging city and town encounters in your 5th Edition game. Scheduled to ship in April 2023.

PZO KOB9481 .....\$49.99



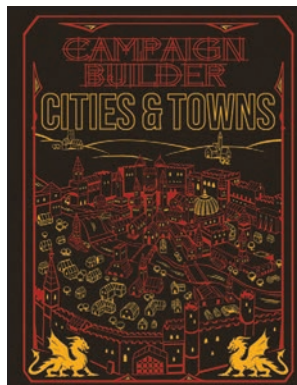
## SPOTLIGHT ON



#### CAMPAIGN BUILDER: CITIES AND TOWNS HARDCOVER (5E)

*Campaign Builder: Cities & Towns* provides a complete toolkit to create, expand, and enhance the cities and towns in your 5th Edition game, whether running an established setting or working with an original or homebrew setting. From guilds to temples, and from useful NPCs to wild tables of plots and rumors, this tome strengthens and expands your game's world immediately. Scheduled to ship in April 2023.

PZO KOB9467 .....\$49.99



#### CAMPAIGN BUILDER: CITIES AND TOWNS HARDCOVER (LIMITED EDITION) (5E)

*Campaign Builder: Cities & Towns* provides a complete toolkit to create, expand, and enhance the cities and towns in your 5th Edition game, whether running an established setting or working with an original or homebrew setting. From guilds to temples, and from useful NPCs to wild tables of plots and rumors, this tome strengthens and expands your game's world immediately. This beautiful, alternate version of the full book shows off a gorgeous foil-stamped cover, deluxe endpapers, and a ribbon bookmark. Scheduled to ship in April 2023.

PZO KOB9474 .....\$74.99

### LEFT JUSTIFIED STUDIO



#### BROKEN AND BEAUTIFUL STANDARD EDITION

In *Broken and Beautiful*, players draft cards like bowls, cups, and tea jars to create high-scoring sets. As some pieces inevitably break, players must judiciously repair what has been shattered. Whole pottery is valuable. Broken dishes are worthless. That which has broken and been repaired is uniquely precious.

PLF JLS600 .....\$15.99

### LEGENDARY GAMES



#### ASIAN MONSTERS (PATHFINDER SECOND EDITION)

*Asian Monsters* is a 96-page *Pathfinder Second Edition* monster book featuring over 80 incredible creatures and challenges drawn from the myths and legends of Asia. Researched and developed with a diverse team of authors, artists, and cultural consultants, you'll find an awesome array of enemies and allies from the folklore of Cambodia, China, India, Japan, Korea, Laos, Malaysia, Myanmar, Thailand, Tibet, and Vietnam, as well as nations of the western Pacific like Indonesia, Australia, and the Philippines, beautifully illustrated and ready to unleash in your *D&D 5E* campaign. Scheduled to ship in February 2023.

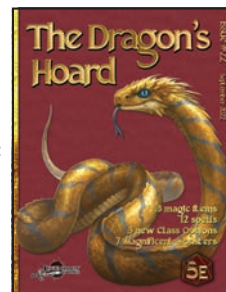
LGP 499FE01PF 2 .....\$25.99

#### THE DRAGON'S HOARD (5E)

The *Dragon's Hoard* is a monthly anthology of magic items, spells, monsters, and more for your 5th Edition campaign! Each issue of *The Dragon's Hoard* takes every new magic item, spell, monster, or other new rules content from our ongoing *Legendary Loot* Patreon and presents it for you, with dozens of new elements beautifully illustrated and ready to unleash on your players! In this month's features you'll find: The Treasure Trove, featuring magnificent magical items like the blast helmet, autographnel, sapling rod, and hard light shield! Basker's Books, featuring new spells for almost every 5E spellcaster like abundant ammunition, liberating command, peacebond, and daybreak arrow! Scheduled to ship in February 2023.

#22 LGP 561DH225E .....\$12.99

#23 LGP 564DH235E .....\$12.99





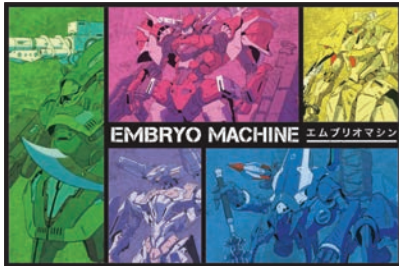
## ROYAL TOURNAMENTS (PATHFINDER SECOND EDITION)

An iconic moment in fantasy fiction is the grand tournament. However, even in the real-world tournaments were about far more than bows and lances, and in a fantasy game the options for what would constitute a friendly (or even not-so-friendly) competition are infinitely varied, from gritty and brutal feats of raw strength to magical marvels of the highest fantasy. Whether your players want to promote the interests of their own kingdom or simply fight for glory and prizes, Royal Tournaments has everything you need to make the tournaments in your campaign magnificent and memorable. Scheduled to ship in February 2023.

LGP 336KB10PF 2.....\$13.99



## LIONWING PUBLISHING



### EMBRYO MACHINE

Embryo Machine is an anime-themed tabletop combat game for 2-6 players featuring mecha-based battles that unfold across modular boards and a combat system that utilizes a combination of card drafting, simultaneous action selection, and grid movement. Embryo Machine was developed by renowned Japanese developers

Cosaic and Group SNE! Scheduled to ship in February 2023.

LWP 0003.....\$49.99

## PICARESQUE ROMAN RPG: A REQUIEM FOR ROGUES

Picaresque Roman: A Requiem for Rogues is a rules-light, narrative-driven tabletop RPG from Japan that features a streamlined 2d6 system, beautiful anime art, and a slew of unique and engaging mechanics such as its traitor system and its PvPvGM gameplay! Scheduled to ship in February 2023.

LWP 0002.....\$34.99



## LOONEY LABS

## SPOTLIGHT ON



### MONSTER FLUXX (DISPLAY 6)

Let the monster mash begin! Classic monster movies and TV shows are the theme in this basic Fluxx deck. Despite the prominent monster presence, this deck is Creeper-free. Designed to introduce new players to the Fluxx system, it has just the four main card types and comes in a 2-part style box. Perfect for Halloween parties! Scheduled to ship in December 2022.

LOO 122.....\$20.00.



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## SPOTLIGHT ON



### WONDERLAND FLUXX (DISPLAY 6)

What's more topsy-turvy than *Fluxx*? *Wonderland Fluxx*! Go down the Rabbit Hole with Looney Labs in their latest literary send-up. Join Alice as she has tea with the Mad Hatter, gets directions from the Cheshire Cat, tries to reason with Tweedle Dee and Tweedle Dum, and grows and shrinks alarmingly. You may even need to slay a Jabberwock to win at this even curiously version of *Fluxx*.

LOO 115 .....\$20.00

## LUCKY DUCK GAMES



### MY SHELFIE

*My Shelfie* is a strategy game where players are competing to gather the items they need to complete both personal and shared goal cards. When items are gathered, they are placed into one column of the 3D bookshelf display. Players earn points by matching the patterns illustrated on the goal cards, as well as by connecting item tiles of the same type. *My Shelfie* will appeal to fans of visual strategy games and anyone who loves showing off their beautifully organized shelves. Scheduled to ship in March 2023.

LKY MSH-R01-EN .....\$39.99



### NIMALIA

*Nimalia* is a game of drafting and simultaneous action selection. Each round you'll draw 3 cards, place one, and pass the others. Each card contains 4 biomes, and each biome contains an animal. When you place a card, you have to cover AT LEAST one previously placed biome. Thus the whole Sanctuary must fit in a 6 by 6 grid. *Nimalia* will appeal to anyone who likes animals, drafting games, and visual puzzles. Scheduled to ship in March 2023.

LKY NML-R01-ML.....\$19.99

## MAYDAY GAMES

### ESCAPE FROM THE ASYLUM

*Escape from the Asylum* is a thrilling escape room experience in the form of a co-operative board game. The game is divided into two parts, and each part is a collection of five stories. In each story, you assume a role of a character trying to escape the North Oaks asylum. To accomplish that, you will have to solve puzzles and make life-changing decisions. Reveal more and more of the backstory and watch the stories intertwine as you play. Scheduled to ship in February 2022.

MDG 0346.....\$50.00

## MINDFRUIT GAMES



### TRAVELERS OF TRYPHOSA

Choose your character and embark on an adventure! *Travelers of Tryphosa* is a team questing fantasy game about competing for adventure prestige. Travel and earn points through quests, creature encounters, and special abilities. Buy food, equipment, and new skills for your character, and level up every round. After a party has completed 8 quests or encounters, all players compete in a Battle Royale for extra points. The party with the most points wins the game! This is a combination of victory point board games and RPGs requiring no GM. It features competitive and cooperative modes, playing multiple characters in teams or one-vs-one. Scheduled to ship in February 2023.

MIF MFGTT01 .....\$46.00

## MODIPHUIS

### ACHTUNG! CTHULHU 2D20 - FOREST OF FEAR

It is December 1944 and the Allied advances after D-Day come grinding to a halt on the borders of Fortress Germany. An epic late war adventure featuring both a battle against the Nazi occult and an ancient evil lurking beneath the forest's boughs! 11 awesome missions await, taking you from your first steps beneath the trees, to an ancient Elder Thing undercity, a cursed monastery, and an epic finale at the Blackbird's Nest. An array of awesome art, maps, playing aids, GM tips and handouts bring the Forest of Fear to life! Requires the *Achtung! Cthulhu 2d20* core books to play. Scheduled to ship in January 2023.

MUH 052305.....\$48.00



### DUNE RPG: AGENT ASSET DECK

When you face your enemies, you need the equipment to prevail. This deck of 56 cards details the various assets an agent of a noble House might use to face their enemies, from maula pistols to lasguns, filmbooks to Fremkit, and even sapho to spice. Each card fully details an individual asset, giving you everything you need at your fingertips when fighting for the honor of your House. Scheduled to ship in January 2023.

MUH 060191 .....\$23.00



### DUNE RPG: ARCHITECT ASSET DECK

When you strike from the shadows, you need the right leverage. This deck of 56 cards details the various assets a master manipulator might use to destroy their enemies from afar, from soldiers to spies, ornithopters to artillery, secrets to stolen files and even face dancers to informants. Each card fully details an individual asset, giving you everything you need at your fingertips to become the secret puppetmaster of your enemies. Scheduled to ship in January 2023.

MUH 060192 .....\$23.00



## THE ELDER SCROLLS: CALL TO ARMS

Scheduled to ship in January 2023.



### BANDIT OUTLAWS

MUH 0330310 .....\$59.00



### BANDIT PILLAGERS

MUH 0330311 .....\$59.00

## FALLOUT - WASTELAND WARFARE

Scheduled to ship in January 2023.



### FORGED IN THE FIRE RULES EXPANSION

*Forged in the Fire* is an expansion for *Fallout: Wasteland Warfare* that expands on the content explored in the previous Commonwealth Expansion. Featuring rules for new Creatures as well as sub-factions for both Raiders and Survivors.

MUH 0190701 .....\$36.00



### STINGWINGS

MUH 052285 .....\$33.00



### INTO THE WASTELAND

*Into the Wasteland* is an expansion for *Fallout: Wasteland Warfare* that provides players with new rules to really explore the wasteland. Generate new scenarios and discover new habitats and encounter new threats in your quest to make the post-war world your own.

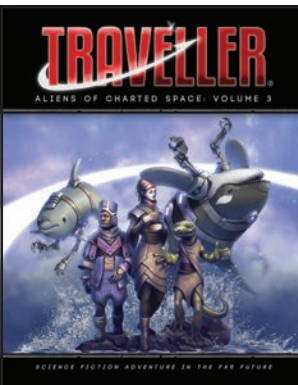
MUH 052099 .....\$31.00



### BLOOD BUGS

MUH 052286 .....\$33.00

## MONGOOSE PUBLISHING



### TRAVELLER RPG: ALIENS OF CHARTED SPACE VOLUME 3

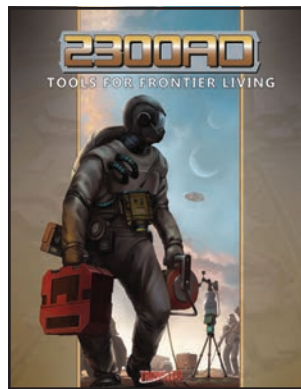
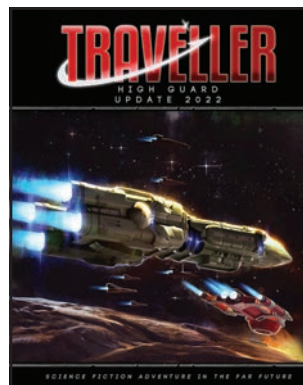
*Aliens of Charted Space Volume 3* explores five races – the pacifist Darrians, the enigmatic Geonee, the playful Dolphins, the aloof Orca, and the bureaucratic Bwaps. Within these covers you will discover the culture and society of these races, as well as their physiology and their psychology. Scheduled to ship in February 2023.

MGP 40094 .....\$59.99

### TRAVELLER RPG: HIGH GUARD UPDATE 2022

*High Guard Update 2022* is a major expansion to the *Traveller* roleplaying game with rules for designing, building and operating spacecraft found throughout the galaxy. This book also provides rules for designing space stations and starports, customising ships, and exotic technologies found in popular science fiction novels and movies that can be incorporated into your universe. Scheduled to ship in February 2023.

MGP 40087 .....\$59.99



### TRAVELLER: 2300AD - TOOLS FOR FRONTIER LIVING

The worlds of the Frontier are hostile. Even if they support life, that life is no friend to humanity. Every single world outside the Core is trying, in its own unique way, to kill the human interlopers. To survive, to live and prosper, humanity must use all the tools at its disposal to tame these hostile worlds. Or die trying. Humans are tool-using animals, and in the pages of *Tools for Frontier Living* are a selection of equipment needed for survival on alien worlds. Scheduled to ship in February 2023.

MGP 20024 .....\$49.99

## MONTE COOK GAMES

### PATH OF THE PLANEBREAKER (5E): GM SCREEN

Scheduled to ship in March 2023.

MKG 313 .....\$19.99



## MR. B GAMES



### BUILT FOR WAR

What if YOU controlled your country's tank design process? What if YOU could determine the outcome of the war? *Built for War* puts you in charge of designing the main battle tank for one of the 4 major combatants in the war. Will you design a behemoth to top the vaunted King Tiger at the

expense of agility and speed? Or, will you pursue faster, more nimble tanks to take down your enemies' support troops knowing they are vulnerable to the big guns your enemies may be developing in secret? Scheduled to ship in December 2022.

MIB 1036 .....\$69.99

## NUTS! PUBLISHING



### SAIGON 75

*Saigon 75* is a fast-paced strategy game pitting the "Communist" forces from North Vietnam and the Viet Cong against the "Liberal" forces from South Vietnam. Both sides are fighting for control of the capital. At the end of the Vietnam War, after the US troops have gone home, the North Vietnamese regime plans to take Saigon as quickly as possible against a well-prepared but corrupt South Vietnam. *Saigon 75* is a simple and fast-playing strategic game, and everything is contained within a few pages of rules and 1 hour of fun, with pressure at every moment! Scheduled to ship in February 2023.

AGS 55075-SAIGON75 .....\$62.00



### WE ARE COMING, NINEVEH!

In this two-player game, players assume the role of either the Iraqi security forces or Daesh (also known as ISIS). They first decide on operational priorities. With their objectives established, they then select which additional capabilities they wish to bring to the fight. With more than four dozen different options - units, weapons, fire support, intelligence, advisors and training, defensive preparations, and more - each game will be different from the last. Scheduled to ship in February 2023.

AGS 21070-WACNIN .....\$72.00





## OINK GAMES



### QUICKITY PICKITY

Quickity Pickity is a frantic tile-flipping game that requires players to be quick with their hands and their brains. Everyone starts flipping the tiles at the same time, searching to create a set of fruits of the same color, or shape. Scheduled to ship in January 2023.

ONK QPY .....\$23.00

## OSPREY GAMES



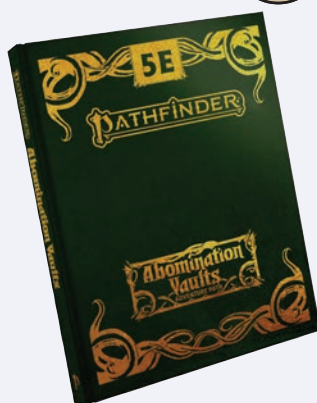
### STARGRAVE: SIDE HUSTLE EXPANSION

This expansion for *Stargrave* consists of 40 Side Hustle cards – missions, plots, and tasks that add variety, depth, and new tactical challenges to wargames in the Ravaged Galaxy. Each card presents a specific objective... and the rewards for achieving it. Scheduled to ship in March 2023.

OSP GAM049 .....\$24.00

## PAIZO PUBLISHING

## SPOTLIGHT ON



### PATHFINDER RPG: ADVENTURE - ABOMINATION VAULTS (5E)

One of *Pathfinder*'s most popular and exciting campaigns comes to 5e at last! This complete compilation of the original *Adventure Path* campaign has been adapted to the newest version of the world's oldest RPG. You've heard about the quality and depth of *Pathfinder* campaigns for years now explore the *Abomination Vaults* yourself without having to learn a new game system! The deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark. Scheduled to ship in March 2023.

HARDCOVER PZO 2034 .....\$59.99

SPECIAL EDITION PZO 2034-SE .....\$79.99



### PATHFINDER RPG: ADVENTURE PATH - GATEWALKERS PART 3 - DREAMERS OF THE NAMELESS SPIRES (P2)

*Dreamers of the Nameless Spires* is a *Pathfinder* adventure for four 8th-level characters. This adventure concludes the *Gatewalkers Adventure Path*, a three-part monthly campaign in which a team of paranormal investigators unravel the mystery behind a mass amnesic episode which left them with lost memories and strange powers. This adventure also includes an article about the mysterious elven goddess of twilight, Findeladlara; new rules options perfect for paranormalist adventurers; and strange new creatures to befriend or bedevil your players. Scheduled to ship in March 2023.

PZO 90189 .....\$26.99



### PATHFINDER RPG: FLIP-MAT CLASSICS - NOBLE ESTATE

Elegant treasures and political secrets lie hidden within noble estates, making them excellent targets to rob or defend, but regardless of a group's inclination, no Game Master wants to spend time drawing every opulent courtyard or banquet hall. Depicting the ground floor and roof of a grand noble estate, this beautifully detailed double-sided map sets the perfect scene for escapades among the elite! Scheduled to ship in March 2023.

PZO 31043 .....\$16.99



### PATHFINDER RPG: LOST OMENS - FIREBRANDS (P2)

Rebels with a cause! The Firebrands were born in the flames of rebellion, eventually becoming some of the Inner Sea's most well-known adventurers. *Lost Omens Firebrands* takes a detailed look at the characters that choose to take on oppressors or simply head out on adventures for fame and fortune. This book presents information on the Firebrands organization, from membership, to spreading the word of rebellion, to the missions to defeat tyranny, and the types of daredevil antics they perform for fun. The book also features new rules content including new equipment, magic items, spells, and support for archetypes for players who want to play a Firebrand in their campaigns! The deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark. Scheduled to ship in March 2023.

HARDCOVER PZO 9315 .....\$39.99

SPECIAL EDITION PZO 9315-SE .....\$59.99



### STARFINDER RPG: ADVENTURE PATH - DRIFT CRISIS CASE FILES

In the aftermath of the Drift Crisis, investigators working for the Eyeside Agency scramble to take on an influx of cases to track down missing people, bring back lost property, and unravel the tangled threads of interrupted lives. The strange stories born from those strange times would later come to be known as the *Drift Crisis Case Files*. Scheduled to ship in March 2023.

PZO 7606 .....\$22.99



### STARFINDER RPG: DECK OF ENDLESS NPCs

Creating an impromptu, original character every time the heroes meet a contact on a crowded space station or chat with a local on an alien planet can be a challenge, but the *Starfinder Deck of Endless NPCs* makes it as simple as drawing four cards from the deck. These cards combine to form a unique NPC, each with their own role, motivation, personality trait, and secret agenda! With over 100 million different combinations, you are sure to get an interesting new character to add to your story every time! Scheduled to ship in March 2023.

PZO 7430 .....\$24.99





### STARFINDER RPG: FLIP-MAT - AMUSEMENT PARK

Step Right Up! Hurry, hurry, hurry! Come test your skills at one of many carnival games or experience the thrills of a looping hovercoaster! It's all waiting for a group of heroes who are on a well-earned vacation or are investigating mysterious goings-on just under the cheerful surface. This double-sided map features a small carnival midway on one side, and a small section of a much larger (and much cleaner) theme park on the other side. *Starfinder Flip-Mats* present ready-to-use science-fantasy set pieces for the busy Game Master. With *Starfinder Flip-Mat: Amusement Park*, you'll be ready for the next time your players want to unwind! Scheduled to ship in March 2023. PZO 7336.....\$16.99

### PEGASUS SPIELE



### MONSTER INN

Good stuff is hard to find, especially at a Monster Inn. As dungeon masters, you'll need to look around the local tavern for battle-hardened monsters for your dark dungeon. But the other dungeon masters in your neighbourhood had the same idea, kicking off a fierce bidding competition for the best monsters! If you're not careful, not only will you get the weakest monsters, but you'll also get one of the nasty humans lurking around the tavern. In *Monster Inn*, creature cards of varying value with monsters and humans are revealed in each round. Scheduled to ship in January 2023. PNA 18288E.....\$16.49

### PENDELHAVEN GAMES



### EYRBYGGJA SAGA: THE GRAPHIC NOVEL

*Eyrbyggja Saga* brings together the lives of many notorious settlers from Iceland's early days. It weaves together their life stories as they laugh, cry, fight, marry and murder one another. It is a turbulent time that ushers in the age of Christianity, but not before the land is cursed by witches, ghosts, berserkers and blood rain. The original Icelandic saga has been adapted into a graphic novel by Professor Pfrenger (SagaThing podcast) and Andrew Valkauskas (author of the *Illuminated Edda*). Illustrations inked by the very talented Jonathan Burrello. Scheduled to ship in February 2023. PNH 0902.....\$39.98

### PINFINITY

## SPOTLIGHT ON



### MAGIC THE GATHERING: SECRET LAIR - PLATINUM ANGEL LIMITED EDITION PIN

*Platinum Angel*, adapted from the work of Chris Rahn. This gorgeous pin is one of our larger format pins finished with matte nickel to give it that platinum feel. Scan the pin to see the card art come to life and download a wallpaper and take a selfie! Scheduled to ship in December 2022. DIA STL241730.....PI



- A trick taking game featuring the cult classic film.
- Play cards with your colleagues to determine who has the best stuff.
- Scenes from the movie determine the flow of each turn.
- Players will gain murder cards to set back their score (or win, if they're the Psycho!)

RGS02434 MSRP \$30

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## PINK TIGER GAMES



### FLATTER ME

*Flatter Me* is a compliment battle card game for two players that makes giving and receiving compliments a little easier — by turning compliments into a competition! This quick-to-learn, family-friendly battle of kind words takes 15 to 30 minutes to play. As in the classic card game War, each round, both players simultaneously reveal the top card from their stack. If your revealed card best suits your opponent's personality, they take both cards; if their card best suits your personality, you get both! In the event of a tie where both cards fit both players or neither card is a good fit, draw three more cards and reveal the fourth. Winner takes all. Repeat until the tie is broken! Once both stacks are gone, whoever received the most compliment cards wins.

PKT FLATTERME ..... \$19.99

## PINNACLE ENTERTAINMENT GROUP

### HOLLER RPG: AN APPALACHIAN APOCALYPSE

Scheduled to ship in February 2023.



### HOLLER RPG: AN APPALACHIAN APOCALYPSE - CORE BOOK

*Holler* is a roleplaying game of adventure, rebellion, fairy tale, and gothic horror in Appalachia. It'll take miners, granny women, gougers, moonshiners, bluegrass pickers, and holy rollers willing to fight and die to protect their culture, customs, and families. *The Holler: An Appalachian Apocalypse* for Savage Worlds roleplaying game core book is a 256 page, full-color hardcover in the same graphic novel size as all our Savage Settings.

S2P 11601 ..... \$44.99



### BOXED SET

*Holler* is a roleplaying game of adventure, rebellion, fairy tale, and gothic horror in Appalachia. It'll take miners, granny women, gougers, moonshiners, bluegrass pickers, and holy rollers willing to fight and die to protect their culture, customs, and families. This setting requires the *Savage Worlds Adventure Edition* core rules to play. Scheduled to ship in February 2023.

S2P 11600 ..... \$124.99



### ACTION DECK

54 oversized 3.5" x 5" playing cards to help keep track of the action around the table. The action deck is used to count down initiative, determine random events, and much more!

S2P 11605 ..... \$19.99



### GM SCREEN & ADVENTURE

This screen features stunning artwork and protects the GM's secrets from players' prying eyes. It also includes a 32-page adventure book, which includes two separate adventures serving either as stand-alone introductions to the *Holler*, or interludes you can incorporate into the *Holler* Blasted Beauty Plot Point Campaign.

S2P 11602 ..... \$19.99



### MAP PACK 1: TEXTILE MILL & OUT OF BOUNDS

S2P 11603 ..... \$14.99



### MAP PACK 2: MOUNTAIN ROAD & REQUISITION YARD

S2P 11604 ..... \$14.99

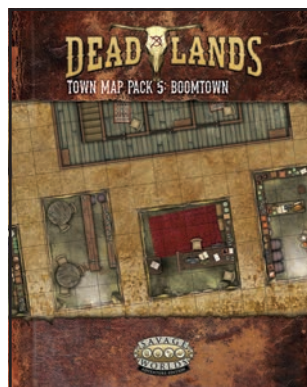
## SAVAGE WORLDS RPG: DEADLANDS - THE WEIRD WEST

Scheduled to ship in February 2023.

### CARD BOX

Between your archetype cards, action deck, and more, you need a good box to hold them all. The *Deadlands* Card Box is perfect for holding our 3.5" by 5" extra-large cards.

S2P 10230 ..... \$9.99



### MAP PACK 5: BOOMTOWN

S2P 10233 ..... \$14.99



### MAP PACK 6: PROSPECTOR'S CAMP

S2P 10234 ..... \$14.99

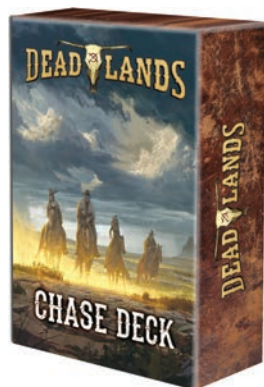


### PAWNS BOXED SET 2

Eight (8) sheets of thick punchboard featuring a large selection of critters and characters found among the High Plains.

S2P 10235 ..... \$29.99





### QUICK CHASE DECK

Chases are a dramatic and exciting part of any western story. The Quick Chase Deck lets you easily manage foot, mounted, and more exotic chases on the tabletop. These gorgeously illustrated cards keep the action moving fast and furious. Don't let them get away!

S2P 10236 .....\$14.99



### HELL ON THE HIGH PLAINS

*Deadlands: the Weird West: Hell on the High Plains* is a 208-page hardcover, full color, print book. Learn more about the terror-stories of Colorado, Dakota, Kansas, Montana, Nebraska, and Wyoming. Better brush up on your book learnin' partner, especially if you plan to survive the Weird West!

S2P 10229 .....\$39.99



### HIGH PLAINS ARCHETYPES SET 4

Archetype Set 4 adds twelve new, Seasoned cowpokes to survive the Weird West in our 3.5" by 5" extra-large cards.

S2P 10231 .....\$9.99

## SAVAGE WORLDSRPG: RIFTS

Scheduled to ship in November 2022.



### ARCHETYPE DOSSIERS BOX SET

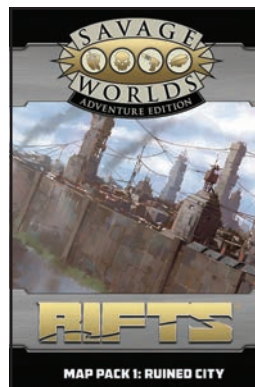
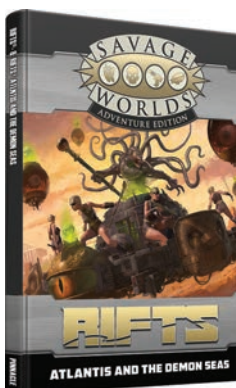
Our *Archetype Dossiers* allow players to jump into any *Savage Rifts* game quickly. Contains our existing 12 archetypes from PDF Sets 1 and 2 in a new sturdy "dossier" portable card format, adding SIX more ready-to-play Atlantis-themed heroes to choose from, all in a sturdy and convenient storage box!

S2P 11217 .....\$19.99

### ATLANTIS AND THE DEMON SEAS

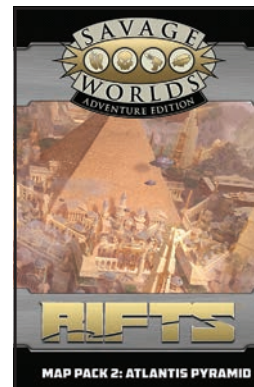
This gorgeous, full-color graphic-novel size hardcover contains all you need to play as the unique heroes of Atlantis, Lemuria, the New Navy, and more. It also contains plenty of new equipment options including ocean-going weapons and vehicles, Bio-Wizardry items and symbiotes, legendary rune weapons, and magical tattoos! To top it all off, there are *Savage Tales* and an epic Plot Point Campaign of intrigue, adventure, and exploration for everyone to enjoy.

S2P 11216 .....\$39.99



### MAP PACK 1: RUINED CITY

S2P 11218 .....\$14.99



### MAP PACK 2: ATLANTIS PYRAMID

S2P 11219 .....\$14.99



### PAWNS BOX SET 1

Bring your tabletop to life with our new *Rifts* Pawns Boxed Set 1! Featuring more than 140 die-cut sturdy cardboard pawns, this set contains everything you need to get started in *Rifts* Earth with dozens of creatures to throw at your hardy legionnaires. Card bases are included with the boxed set, or you can use plastic bases.

S2P 11220 .....\$39.99



### POSTER MAP OF ATLANTIS

This full color 17" x 11" poster map depicts Atlantis long after the *Rifts* tore the world asunder and returned the continent to Earth with apocalyptic fury, where it was colonized by the monstrous *Spugorth*. All the key locations of the continent are noted in beautiful detail and epic scale, giving game masters and players alike a full sense of the world they're exploring and trying to save.

S2P 11221 .....\$4.99

## POKÉMON USA

### POKÉMON TCG: PALDEA COLLECTION

Get ready for a brand-new adventure in the Paldea region with the Pokémon Trading Card Game! First partner Pokémon Sprigatito, Fuecoco, and Quaxly join your collection as foil promo cards, and an enamel pin lets you show off your chosen Pokémon everywhere you go. Discover even more with booster packs and an oversized card featuring the Legendary Pokémon Koraidon or Miraidon as a powerful Pokémon ex!

PUI 29085211 .....PI



## POKÉMON TCG: SWORD & SHIELD - CROWN ZENITH

## SPOTLIGHT ON

### ELITE TRAINER BOX

The Legendary heroes Zacian and Zamazenta shine with new VSTAR Powers, and an all-star assembly of Pokémon and Trainers arrive to celebrate the era of Pokémon V! Discover dazzling special illustrations in the Galarian Gallery, and wield the strength of rare and powerful Pokémon, including Charizard as both a Pokémon VSTAR and Radiant Pokémon. Many more Pokémon have their own tales to tell in battle as the *Sword & Shield* Series reaches its towering peak in the TCG: *Crown Zenith* expansion!

PUI 29085147 .....PI







IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!

SPOTLIGHT ON



**MINI TIN DISPLAY (10)**  
 In this Pokémon TCG: Crown Zenith Mini Tin you'll find: 2 Pokémon TCG: Crown Zenith booster packs, 1 sticker sheet, and a Pokémon art card showing the art from this Mini Tin - you can collect and combine all 5! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
 PUI 21086192.....PI

SPOTLIGHT ON



**CROWN ZENITH COLLECTION - MORPEKO V-UNION PLAYMAT PREMIUM COLLECTION**  
 In sync with its Trainer Marnie and cheered on by Team Yell, Morpeko dashes into battle as a shockingly powerful Pokémon V-UNION! With the promo cards in this premium set, you'll have all the pieces needed to assemble Morpeko V-UNION and put its four attacks into action. You also get a colorful playmat featuring artwork of Morpeko and Marnie, plus a stack of booster packs from the special Pokémon TCG: Crown Zenith expansion to add to your collection.  
 PUI 29085181.....PI



**PIN COLLECTION**  
 PUI 29085193.....PI

SPOTLIGHT ON



**PIKACHU VMAX SPECIAL COLLECTION**  
 Get ready for a lightning storm of Gigantamax proportions in this special collection featuring booster packs and more from the Pokémon TCG: Crown Zenith expansion! Appearing as a promo card in two sizes, Pikachu VMAX generates Energy with Tail Charge, then lets loose with a huge G-Max Thunder attack. You'll also find Pikachu V so you can quickly get Pikachu VMAX into play. Set the power to maximum voltage—Pikachu VMAX wants to battle!  
 PUI 29085188.....PI

SPOTLIGHT ON



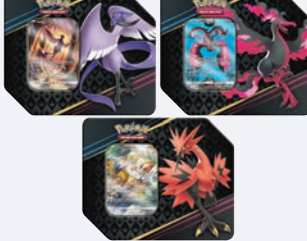
**PREMIUM FIGURE COLLECTION - SHINY ZACIAN / SHINY ZAMAZENTA**  
 PUI 29085163.....PI

SPOTLIGHT ON



**REGIELEKI V / REGIDRAGO V**  
 Two previously unknown Legendary Pokémon have awakened in the frozen tundra! Discover the power of the Lightning-type Regieleki or the Dragon-type Regidrago in these two collections. The star Pokémon appears as a ready-to-play foil promo card and an oversize card for display, accompanied by a foil card featuring its counterpart and a handful of booster packs from the special Pokémon TCG: Crown Zenith expansion.  
 PUI 29085183.....PI

SPOTLIGHT ON



**TIN GALARIAN ARTICUNO / GALARIAN ZAPPOS / GALARIAN MOLTRES**  
 PUI 21085194.....PI

PRIVATEER PRESS

WARMACHINE

Scheduled to ship in February 2023.

SCENARIO DEFENSES I (RESIN)

PIP 21150 .....\$19.99



WINTER KORPS ARMY EXPANSION (RESIN)

PIP 24002 .....\$129.99

Q-WORKSHOP

RPG STARTER KIT

All you need to play! Q-Workshop proudly presents the *RPG Starter Kit*, a combination of masterfully made props for fresh gamers no matter their age! Inside, you will find a complete Elvish Dice Set in black and red, a customized Player's Notebook, a wooden Level Counter, an automatic pencil with an eraser, and an Elvish Dice Bag made of cotton with red print on the front  
 QWS SKIT22 .....\$25.00



R&D GAMES



**KEYDOM'S DRAGONS**  
 In competition with other players, in *Keydom's Dragons* you lead a band of eight plucky townsfolk (workers). You will send some of your workers into the caves while the dragons are abroad in order to recover their treasure hoards piece by piece. Other workers will acquire help and assistance in the town, or attempt to find a way past the castle guards using strength or bribes, opening the way for your remaining workers to enter the castle rooms and spend the treasures your team has recovered to buy valuable artefacts. Once all of the castle's artefacts have been claimed, the player whose band has acquired the most artefacts is victorious, gaining recognition and renown throughout Keydom. Scheduled to ship in December 2022.  
 RND 2201KD .....\$60.00

RADICAL 8 GAMES



**DIE OF THE DEAD**  
 A Día de Muertos themed dice rolling game for 2-5 players. It's the Day of the Dead and players take the roles of friendly spirits guiding souls from Mictlán, the world of the dead, to the land of the living. The first player to guide souls up the 9 levels back to the land of the living is the winner. To do this players will choose, manipulate and roll caskets containing dice representing souls. They will have Candles, Incense, Marigolds and the Bread of the Dead to help them, but need to hope for a little luck. *Die of the Dead* has beautiful Mexican art inspired by the tales and culture surrounding Día de Muertos. Care has been taken to make the game as fun as possible whilst staying respectful to its roots. Scheduled to ship in March 2023.  
 RAL 02000 .....\$55.00



## REAPER MINIATURES

### BONES BLACK

#### CIRCE AND PIGS

RPR 44170 .....\$8.99



#### OWLBEAR

RPR 44001 .....\$7.99

### BONES LEGENDS



#### BERGAMOT, HALFLING SCOUT

RPR 30097 .....\$4.99

#### CYNTHIA THE WICKED WITCH

RPR 30103 .....\$6.99

#### DIRE CROCODILE

RPR 30100 .....\$8.99



#### ERIC SWIFTBLADE, SWASHBUCKLER

RPR 30106 .....\$6.99



#### GOBLINS (6)

RPR 30096 .....\$6.99

#### GOLDAR, HUMAN BARBARIAN

RPR 30099 .....\$6.99

#### HARPY

RPR 30098 .....\$6.99

#### ICE DRAGON

RPR 30086 .....\$6.99



#### ROGAN, HALF ORC THIEF

RPR 30085 .....\$6.99

#### SATHERA, ELF WARLOCK

RPR 30101 .....\$6.99

#### STUB, GNOME ACCOUNTANT

RPR 30120 .....\$6.99



#### TOWNFOLK (STRUMPET, BLACKSMITH, BEGGER)

RPR 30087 .....\$6.99

### DUNGEON DWELLERS BONES

#### BAT SWARM

RPR 07071 .....\$6.99

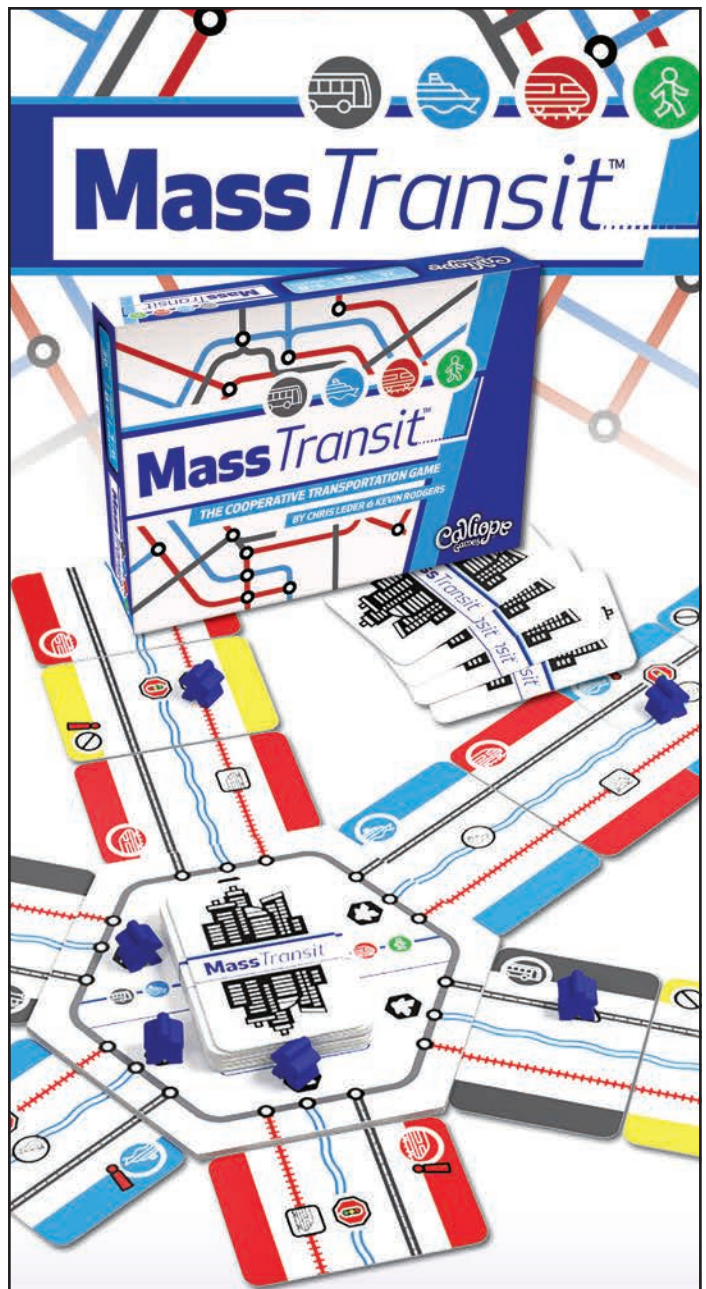
#### GOBLIN HENCHMAN

RPR 07072 .....\$4.99



#### MOCKINGBEAST

RPR 07070 .....\$6.99



**Work Together With Others -  
Or Play Solo!**

**Cleverly construct routes and move  
vehicles - while avoiding traffic  
and red tape - to send six commuters  
home before time runs out!**



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Game play  
**20**  
minutes

Ages  
**8+**

**1-6**  
players

**GAMES**

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GTM

JAN  
2023

55





ROLE-PLAYING

**MY LITTLE PONY ROLEPLAYING GAME**

- Create your own unique My Little Pony
- Full rulebook for running your own My Little Pony Roleplaying Game
- One Gamemaster leads the story with a group of players
- Contains introductory adventure for new team
- Full color hardcover book with 304 pages with ribbon bookmark

RGS09627

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**NEW RELEASE!****Q1 RELEASE!**

ROLE-PLAYING

**MY LITTLE PONY  
ROLEPLAYING GAME DICE SET**

- Unique star icon as highest number on each die
- Easily identify your critical successes in the game!
- Includes d2 coin, d4, d6, d8, d10, d12, and 2 d20 dice

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**Q1 RELEASE!**

ROLE-PLAYING

**MY LITTLE PONY  
DICE BAG**

- High quality, double-lined fabric dice bag
- Locking drawstring clasp secures your accessories inside the bag
- Soft interior liner keeps dice scratch-free and safe
- Measures 6.25" x 8.5" when flat

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ROLE-PLAYING

**MY LITTLE PONY  
EXPANDED CHARACTER SHEET JOURNAL**

- Expanded character sheets
- Character-building prompts and history pages
- Linen-look hardcover book with 80 pages

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GAME STUDIOS**[WWW.RENEGADEGAMES.COM](http://WWW.RENEGADEGAMES.COM)





# WAYFARERS

## OF THE SOUTH TIGRIS

14+

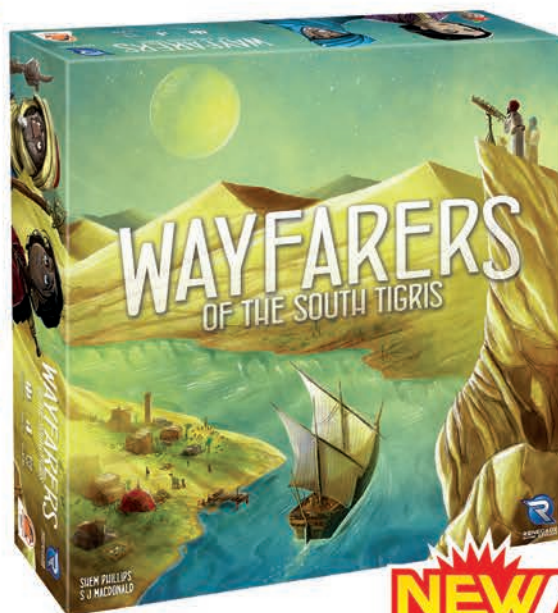
STRATEGY

### WAYFARERS OF THE SOUTH TIGRIS

- Challenging dice placement strategy game!
- Become explorers, cartographers, and astronomers, delving into the lands around ancient Baghdad.
- Grow your personal map tableau, gaining access to new actions and abilities.

RGS02509

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NEW!  
RELEASE

NOW AVAILABLE!



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STRATEGY

### G.I. JOE MISSION CRITICAL HEAVY FIREPOWER EXPANSION

- Destro and Scrap-Iron are in the fight and the Joes need to stop them!
- Adds Roadblock, Bombstrike, and Gung-Ho as playable heroes.
- New vehicles, powers, and threats for G.I. Joe Mission Critical!

RGS02433

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NOW AVAILABLE!



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NEW!  
RELEASE

STRATEGY

### THE SEARCH FOR LOST SPECIES

- Explore Indonesia and Papua New Guinea looking for endangered species
- Locate the Lost Species and report correct sightings of other animals in the island habitat.
- Fans of The Search for Planet X will love this new scientific deduction game

RGS02468

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COMING SOON





## RESTORATION GAMES



### THUNDER ROAD VENDETTA

*Thunder Road: Vendetta* is a reworked-up restoration of the classic 1986 game of mayhem on the asphalt. Grab your crew, roll your dice, race your cars, shoot your guns, and try not to get wrecked. This new version features exciting new additions, including random hazard tokens, such as wrecks, oil slicks, and more. Damage isn't merely one and done. Now, you'll draw damage tokens with exciting effects that can send your car careening across the

board. You'll also have more choices on your turn, assigning one of your dice to your command board to repair damage, nitro boost, or send out your attack copter to fire away. Scheduled to ship in March 2023.

REO 9400 ..... \$60.00

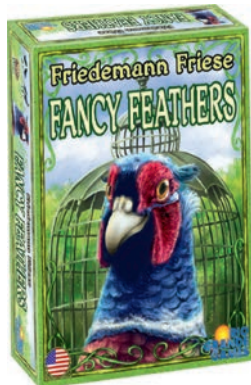
## RIO GRANDE GAMES



### CROSSING OCEANS

Featuring 50 historic ships, *Crossing Oceans* revives the golden era of ocean liners at the turn of the 20th century. Ever larger and faster steamships revolutionized maritime traffic. Daring shipping companies opened steamship lines to the major ports worldwide. Modern steel juggernauts replaced traditional sailing vessels and competed intensely for dominance on the shipping routes. Build yourself a thriving merchant fleet and guide it to economic prosperity. Scheduled to ship in December 2022.

RGG 635 ..... \$69.95



### FANCY FEATHERS

The quick-moving collecting game for 2\* players. By order of your baroness, you begin to search for noble pheasants for the pheasantry...sadly, you are not alone. Snatch the most beautiful birds to finish the game with the most precious animal collection. Scheduled to ship in December 2022.

RGG 628 ..... \$69.95



### FINDORFF

Raise the important structures of *Findorff*, one of the 23 districts of Bremen, the hometown of Friedemann Friese. *Findorff* has three "F"s and is named after Jurgen Christian Findorff (1720-1792), who was responsible for draining and surveying the bog in the north of Bremen, for extracting the peat, and for populating the bog with residents. *Findorff* offers an economic engine builder with a resource market for peat known from Power Grid and an innovative resource management required when building rail tracks and houses. Scheduled to ship in December 2022.

RGG 634 ..... \$69.95



### GULF, MOBILE & OHIO: FRANCO-GERMAN RAILS EXPANSION

The steam is up, the drivers engaged and the first locomotives in Berlin & Paris start clanking down the brand new tracks. Savvy, wealthy industrialists have scrambled to invest in this exciting new technology, and each hopes to reap untold fortunes from this unique venture. Some will do well, others not so much, but there will be only one that comes out on top. Scheduled to ship in December 2022.

RGG 632 ..... \$34.95



### TEXAS & PACIFIC

The train depot is a noisy place, with cowboys shouting and cows mooing as they are loaded onto the stock cars of the cattle train. While the steam locomotive hisses as it is refilled with water from the spout, smiling ranch owners think of the riches they will receive once the train reaches Chicago. Some of them were smart enough to buy shares in the Railroad, which finally reached the town this Spring Business is booming! Scheduled to ship in December 2022.

RGG 633 ..... \$39.95



### PICTURES: X-MAS EXPANSION

Not only during the holiday seasons *Pictures X-mas* expands the fun with 2 new materials. Recognize a photo by simply feeling some items. Try to arrange a Christmas table setting, so that the other players can find out your photo. With its 110 new photos and many natural components, *Pictures X-mas* is the perfect expansion for *Pictures*. Scheduled to ship in December 2022.

RGG 637 ..... \$44.95

### WOODCRAFT

In *Woodcraft*, players take turns choosing one of seven actions, which become more valuable the longer they remain unchosen. These actions are used to manipulate dice representing wood that can be cut, glued, purchased, or even grown. Manage your workshop, take care of your tools, and work with your cheerful helpers to complete the woodworking projects that will build your reputation as the best woodcrafter in the Forest! Scheduled to ship in December 2022.

RGG 630 ..... \$69.95



## ROWAN ROOK AND DECARD



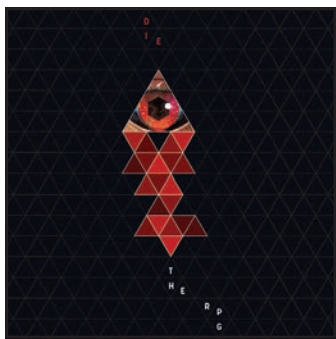
### DIE RPG: STANDARD VERSION

In *DIE: The Roleplaying Game*, players take on the roles of authentically flawed people from the real world who gather together to play a game and are dragged into a magical realm. What are they prepared to sacrifice to escape? What are they prepared to sacrifice to stay? Built by Kieron Gillen and Stephanie Hans, the creative duo behind the Image comic of the same name, this 408 page book gives players all the tools they need to build a bespoke world out of the obsessions and dreams of their friends. It includes a never-before-seen 7 page intro comic by Stephanie and Kieron, endpapers by designer Rian Hughes, over 65 new images by Stephanie, and exclusive guest illustrations by Gene Ha, Marguerite Sauvage, Tula Lotay, Elsa Charrieret

and other industry luminaries. The rules are easy to learn and suitable for newcomers to roleplaying games and veterans alike. At each step of the process, Kieron has provided extensive guidance to help people make their own unique story based on the world of *DIE*. Scheduled to ship in February 2023.

RRD DIESTAND ..... \$55.00





### DIE RPG: DELUXE VERSION

This deluxe edition of the book has an alternate cover designed by comics legend Rian Hughes. It features luxurious bookcloth, silver foiled and debossed designs, and a custom slipcase also designed by Hughes. Scheduled to ship in February 2023.

RRD DIEDELUXE .....\$95.00



### ORC BORG (MORK BORG COMPATIBLE)

The DERELICT is a floating scrapyard in space, a fused-together junk rocket screaming towards disaster, and it is jampacked with great big furious ORCS. As the Derelict nears its eventual doom, these orcs receive guidance from their mad gods and host raucous parties, daring raids and experimental interstellar navigation to gain their favor and earn a place in heaven. *Orc Borg* is based on the popular dark fantasy *Mark Borg* ruleset, but it is a standalone game and contains everything you need to play. It comes complete with rules for making characters, fighting, replacing parts of your body with robot prosthetics, piloting big robots, hacking existing dungeon maps into the game and not one but two new kinds of magic (Technowizardry and Yelling). Scheduled to ship in February 2023.

RRD ORCBORGZIN.....\$20.00



### SPIRE RPG: SIN SOURCEBOOK

*Sin* expands on the world described in *Spire: The City Must Fall* and delves deeper into three different facets of life within the crumbling walls: Crime, Religion and Order. Extensive sections on each provide setting info, plot hooks, optional rules and new enemies to fight. Learn about the portable shrines to Rob, the God of Mugging and his unwilling benefactors; discover the latest pyrrhic trends in high elf military fashion; attend the raucous funeral-parties of the Crimson Vigil; take a look at the inner workings of the Hive, *Spire's* premier prison; and form your own gang of Knights who are definitely ordained by the goddess and not just hustling passersby for cash. Scheduled to ship in February 2023.

RRD SINSPHB .....\$40.00



### SPIRE RPG: MAGISTER'S GUIDE

*Spire: the City Must Fall* is a critically-acclaimed RPG of subterfuge, espionage and revolution – and the *Magister's Guide* provides additional rules for every class, new systems and advice on preparing for your games. Inside you'll find: New abilities, adversaries and fallout for each class (including the new ones introduced in the *Strata* and *Sin* sourcebooks) New equipment, such as: a pistol that sends the target backwards in time, a "magic" sword that only works if your opponent knows it's magic, a holy-looking staff (for impersonating priests) and Chekhov's Gun. Scheduled to ship in February 2023.

RRD MAGGUISB .....\$20.00



### SPIRE RPG: QUICKSTART

*Spire* is a mile-high city riven by oppression and cruelty. The ruling high elf class lord over the subjugated dark elves from ice-rimed palaces while their charges work and die in their factories, gardens, tenements and armies. The time has come for change. Join the Ministry of Our Hidden Mistress, a paramilitary cult devoted to an illegal goddess, and take *Spire* back at the point of a blade. Hit the ground running and change the city for good with the *Spire Quickstart*. It includes: Streamlined rules, edited and redesigned for clarity and ease of play. Scheduled to ship in February 2023.

RRD SPQUICKSB .....\$20.00

# UNSTABLE GAMES™







## GET THEM NOW!





# GAMES

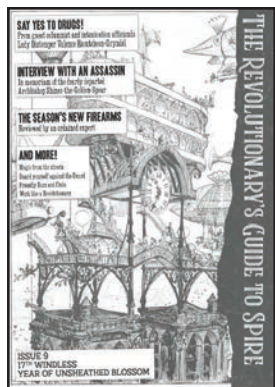
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## SPIRE RPG: THE CONSPIRACY KIT

The official GM screen pack for *Spire: The City Must Fall* includes: A tri-fold screen printed on robust cardstock. The front features depictions of the drow moon goddesses by Spire artist Adrian Stone; the back is packed with rules reminders, GMing tips, lists of names and places, and even a D20 table of exploitable weaknesses to give to NPCs. The *Conspiracy Kit* booklet, written by Spire authors Grant Howitt and Chris Taylor. This contains rules and guidance on making your own bespoke secret society using some of the NPCs detailed within. Scheduled to ship in February 2023.

RRD CONSPGMS.....\$20.00



## SPIRE RPG: THE REVOLUTIONARY'S GUIDE

The mile-high cursed city of Spire is rife with sedition, insurrection and crime. In the depths of the Works district, countless printing presses churn through illegal news sheets, black market periodicals and revolutionary pamphlets – and the *Revolutionary's Guide to Spire* is one of them. This zine is an in-character document (written by Grant Howitt (*Spire, Heart*) and Chris MacDowall (*Into the Odd, Electric Bastionland*) and designed by Mina McLanda (*Voidheart Symphony, Lancer*) put together by well-meaning idiots, backstabbing poseurs, wannabe revolutionaries and several deluded advertisers. Scheduled to ship in February 2023.

RRD REVGUIZN.....\$20.00



## ZERO TO 100

In *Zero to 100*, your challenge is not to be too far off target when answering trivia questions. Divide players into three teams and give each team six question cards at random. Each question has a numerical answer from 0 to 100 on its reverse side, but you can never look at the back of a question card until after you play it! Scheduled to ship in December 2022.

HGB SMZAC01US.....\$14.99



## GOSU X

*Gosu X* is a combo card game in which players build up their army using the cards from their deck, made of 3 clans. At the end of each round, a Great Battle takes place, where the player with the highest military value comes closer to victory. Scheduled to ship in January 2023.

HGB SWGOS-EN.....\$34.99

## ROXLEY GAMES

### SKYRISE

The Mayor has enlisted some of humanity's greatest visionaries to help build Skyrise: a magnificent city in the sky, dedicated to art, science, and beauty. But only one artisan can be remembered as the greatest! Prove your genius by using a brilliant spatial auction system to win sites to build in, earning favor across Islands and factions, scoring secret and public objectives, courting mysterious Patrons, and building your own unique Wonder. *Skyrise* tells an interactive story of a growing cityscape, hard decisions, scarce resources, and ever-rising stakes that will keep you enthralled until the final scores are revealed. Scheduled to ship in March 2023.



ROX 800.....\$59.95

## SCORPION MASQUE



### TURING MACHINE

*Turing Machine* is a fascinating and competitive deduction game. It offers a unique experience of questioning a proto-computer that works without electricity or any sort of technology, paving the way for a new generation of deduction games. The Goal? Find the secret code before the other players, by cleverly questioning the machine. With *Turing Machine*, you'll use an analog computer with unique components made of never-before-seen perforated cards. The game offers more than seven million problems from simple to mind-staggeringly complex combinations, making the gameplay practically endless! Scheduled to ship in March 2023.

HGB TM01EN.....\$39.99

## SKYBOUND GAMES



### WHINE NIGHT

2-8 players take turns sharing stories to answer hilariously relatable and annoying prompts then vote on who had the best story. Whine with your friends about the worst date you've ever been on, a time when no one believed you, or about the worst thing to forget to pack on vacation! Scheduled to ship in March 2023.

SKY 4533.....\$19.99

## SKYTEAR GAMES



### SKYTEAR: HORDES

*Skytear Horde* is a solo and cooperative card game inspired by tower defense video games. Waves of monsters will siege your castle all the while a sea of minions will pillage all your resources. Choose a legendary hero to rally the troops, defend the walls, and defeat the Outsider. Now go and fight, for the alliance! Scheduled to ship in January 2023.

PVG STG22-S013.....\$50.00

## STEVE JACKSON GAMES

### SPOTLIGHT ON



### CAR WARS: CORE SET

The included 1/64-scale highly-detailed plastic car models have been pre-assembled at the factory, ready to paint and take into the arena. Or, to jump into the action quickly, use the minis unpainted; the bases are color-coded so that you can instantly tell which car is yours. Player dashboards include spaces for your car's external armor, tire points, and speed. Game Cards include a deck for each player color. Using Build Point and Crew Point mechanics, you can create a new car (and outfit your driver and gunner) in less than 10 minutes!

SJG 2401.....\$149.95



### CAR WARS: MINIATURES SET 3

Includes five new minis: Brimstone, Stiletto, Aristocrat, Avalanche, and Jackal.

SJG 2422.....\$59.95

GTM

JAN 2023

60



## CAR WARS: MINIATURES SET 4

Includes five new minis: Sawtooth, Conestoga, Shuriken, Fuzion, and Kodiak. SJG 2423.....\$59.95



## MUNCHKIN: MUNCHKIN SIDE QUESTS 2

Didn't get enough glory the first time around? Maybe you're ready for Side Quests 2! Even more difficult but oh-so-tempting goals and goodies to add to any Munchkin game - will you go straight for the win at Level 10, or will the extra rewards tickle your inner munchkin? Scheduled to ship in March 2023. SJG 4277.....\$10.95

## ONE ROLL QUEST

A whole adventure in one die roll! Choose your character, roll the special die... ONCE. That's all it takes to have a quick adventure with ORQ. You might find treasure, you might find fame. You might die. Play it anywhere! Then make up a lot of lies about what happened along the way. This is a great game to play BEFORE the game you play before you start the real game. Scheduled to ship in March 2023. SJG 131356.....\$19.95



## WEATHER DICE

Scheduled to ship in March 2023. SJG 5981.....\$12.95

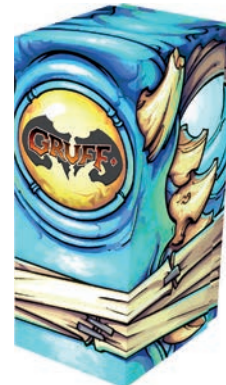
## STUDIO 2 PUBLISHING



## DUNGEONS OF DRAGGMAR

In this new dynamic fast paced action card game explore forgotten dungeons, keeps and fortresses. Defeat monsters, demons and bandits lurking in the forgotten tunnels through Draggmar and claim fame and riches. The game is full of tactics and hard decisions that could result in a huge punishment if not played wisely. Dungeons Of Draggmar is a game where you will lose a lot but every victory will make you celebrate and enjoy the next step of your conquest even more! An easy to learn experience for new players and fun for experienced ones. Replay value and a possibility of choosing the difficulty of the game. A dynamic, fast, and intense system. The game is for 1-4 players. Scheduled to ship in February 2023. S2P 20004.....\$54.00

## STUDIO WOE



## GRUFF

Once upon a time the 3 Billy-Goats Gruff were stopped by a horrible troll while trying to cross a bridge. The goats destroyed that Troll, and ever since that time shepherds have weaponized their herds to become mutated monster goats called Gruffs! Gruff is a tactical combat card game where players duel to the death with custom teams of Mutated Monster Goats! Gruff features unique positional and timing mechanics that create a constant state of attack and counter-play. Scheduled to ship in February 2023. WOE 0001.....\$25.00

## GRUFF: WHISPERS OF MADNESS (STAND ALONE OR EXPANSION)

Gruff: Whispers of Madness is a stand-alone game that is fully compatible with the Gruff rules system and other Gruff games. Whispers of Madness provides the same visceral competitive experience as Gruff, but adds a new mechanic to the game, Sanity and Madness! Gruff: Whispers of Madness also includes co-op and single player modes where you will challenge troll boss-fights! Scheduled to ship in February 2023. WOE 0401.....\$35.00

## SURREAL ENTERTAINMENT

## SPOTLIGHT ON



## DUNGEONS & DRAGONS:

### 1983 PLAYER'S MANUAL LUNCHBOX AND THERMOS

Keep your lunch protected throughout your epic quest with this Dungeons & Dragons themed illustrated Lunchbox! Featuring artwork from the 1983 edition of the D&D Basic Set Player's Manual, the sides sport the classic logo! This stylish lunchbox also includes an illustrated 10-ounce retro-styled beverage container/soup cup. Don't miss out on adding this lunchbox to your Dungeons & Dragons collection today! Scheduled to ship in December 2022. DIA STL238548.....PI

## TRICERATOPS GAMES



## JOURNEY ADVENTURE QUEST

Need more Ominous Invincible Hydras in your life? Gear up heroes for adventures and monsters in Journey Adventure Quest (JAQ), a drafting strategy game for 1-6 players, with fast setup, magic, and a unique and fun card stacking twist. Simultaneous play keeps the game moving, and the layered stacking mechanics set it apart. Simple rules and complex strategy make it fun for every game night. Scheduled to ship in February 2023. TR3 G0101.....\$59.99





## TROLL LORD GAMES



### CASTLES & CRUSADES: CASTLE KEEPERS GUIDE 4TH PRINTING

The *Castle Keepers Guide* includes a host of new material for the role playing enthusiast; from world creation, to dungeon designs, managing non-player characters, character attributes at high levels, spell use and cost, equipment its use and wastage, the tumult of storms, from warfare to combat, monsters, treasure, death and more. The *Castle Keepers Guide* provides the CK and the Player with a host of new tools for their use; tools designed to enhance play, not hinder it; designed to be malleable from gaming table to gaming table. Scheduled to ship in January 2023. TLG 80154.....\$29.99

## ULTRA PRO INTERNATIONAL

### DUNGEONS & DRAGONS

#### DUNGEONS & DRAGONS RPG: PHANDELVER CAMPAIGN

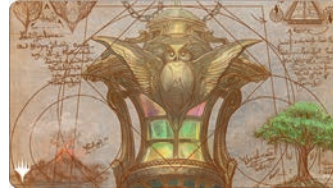
Scheduled to ship in August 2023.  
**2D20 HEAVY METAL DICE ROYAL PURPLE AND SKY BLUE**  
 UPI 19858.....PI  
**4D6 HEAVY METAL DICE ROYAL PURPLE AND SKY BLUE**  
 UPI 19859.....PI  
**7RPG HEAVY METAL DICE ROYAL PURPLE AND SKY BLUE**  
 UPI 19860.....PI  
**BLACK STITCHED PLAYMAT FEATURING: ALTERNATE COVER ARTWORK**  
 UPI 19864.....PI  
**BOOK FOLIO FEATURING: ALTERNATE COVER ARTWORK**  
 UPI 19857.....PI  
**CHARACTER FOLIO FEATURING: STANDARD COVER ARTWORK**  
 UPI 19855.....PI  
**D20 PLUSH DICE BAG ROYAL PURPLE AND SKY BLUE**  
 UPI 19862.....PI  
**FOLDING DICE TRAY FEATURING: ALTERNATE COVER ARTWORK**  
 UPI 19856.....PI  
**JUMBO D20 PLUSH ROYAL PURPLE AND SKY BLUE**  
 UPI 19861.....PI  
**PLAYMAT FEATURING: STANDARD COVER ARTWORK**  
 UPI 19863.....PI  
**WALL SCROLL FEATURING: STANDARD COVER ARTWORK**  
 UPI 19854.....PI

## MAGIC THE GATHERING CCG: BROTHERS WAR SCHEMATIC DISTRIBUTOR EXCLUSIVE PLAYMAT LINE

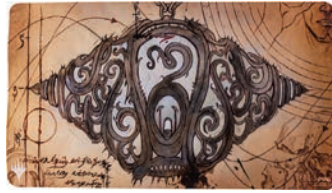
Scheduled to ship in January 2023.



**V1**  
UPI 19720.....PI



**V6**  
UPI 19725.....PI



**V2**  
UPI 19721.....PI



**V7**  
UPI 19726.....PI



**V3**  
UPI 19722.....PI



**V8**  
UPI 19727.....PI



**V4**  
UPI 19723.....PI



**V9**  
UPI 19728.....PI



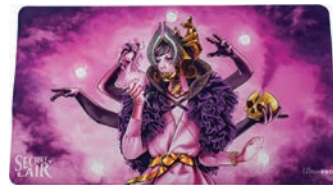
**V5**  
UPI 19724.....PI

## MAGIC THE GATHERING CCG: SECRET LAIR OCTOBER 2022 PLAYMATS

Scheduled to ship in November 2022.



**ADAPTIVE AUTOMATONS**  
UPI 19699.....PI



**LILIANA OF THE DARK REALMS**  
UPI 19698.....PI



**AZAMI, LADY OF SCROLLS**  
UPI 19700.....PI



**REFLECTOR MAGES**  
UPI 19701.....PI



### TOPLOADER: 2-1/2" X 3-1/2" EASY GRIP SLEEVES (100)

Scheduled to ship in December 2022.  
 UPI 15981.....PI

## UPPER DECK



### LEGENDARY ENCOUNTERS DBG: THE MATRIX

*Legendary Encounters: The Matrix* Deck building game is a card game themed around the Matrix trilogy. In this *Legendary Encounters: The Matrix*, the Plot runs alongside of the Matrix films and reveals all the exciting parts of the Matrix movies. Presenting with choices and contributing to the interweaving storyline. Following the plot of The Matrix trilogy, Players can play as either Neo or other iconic heroes from this Matrix to save human race from extinction. Scheduled to ship in May 2023. UDC 96550.....PI

## VAN RYDER GAMES

### FINAL GIRL: SERIES 1



### BIRDS MINIATURES PACK

Scheduled to ship in March 2023.  
 VRG FGBIRDS.....\$19.99





#### GAME MAT BUNDLE

Contains 2 neoprene playmats to be used with Final Girl products. Can be used with Series 1 and Series 2 Scheduled to ship in March 2023.  
VRG FGGM02.....\$29.99



#### INTO THE VOID FEATURE FILM EXPANSION

Deep space. You and the rest of the crew of the USSC KONRAD find yourself in deep space... er ... space when you notice something scurries across the floor and into the ventilation shaft. Can you destroy it before it morphs into something much bigger and much deadlier? Or will the Evomorph harvest the bodies of the entire crew? It's kill or be killed in when you're being hunted in space! The Evomorph will evolve over the course of the game and features a "vanishing" mechanic where it will disappear into the ventilation shafts only to return when you least expect it... or perhaps if you plan it right, into a well-laid ambush! Scheduled to ship in March 2023.  
VRG FG006 .....\$19.99



#### VEHICLE PACK

Scheduled to ship in March 2023.  
VRG FGVP1 .....\$9.99

#### FINAL GIRL: SERIES 2



#### A KNOCK AT THE DOOR FEATURE FILM EXPANSION

Nothing like a reunion at the quiet and secluded Wingard Cottage. Everyone is having a great time. The booze is flowing and the party has begun. Then comes a knock at the door. A quick glance around the room tells you everyone who's supposed to be here already is... You approach the door and slowly open it, peeking around the edge of the door. No one is there. But someone was... the question is, who? What horror game would be complete without a home invasion? The Intruders are here. Face not one, not two, but THREE killers. You thought one was hard, but you're really going to have to stay on your toes against these murderous menaces. Scheduled to ship in March 2023.  
VRG FG008 .....\$19.99



#### MADNESS IN THE DARK FEATURE FILM EXPANSION

No matter where you go in Wolfe Asylum, noises and voices always seem to echo. It is particularly frightening when one of the residents cackles or a group of them cheer during a game of bingo in the common room. Those noises are nothing, however, compared to the blood-curdling shrieks of terror generated by the evil brand of medical "care" the Ratchet Lady is giving the asylum's residents and staff. What do you do when the maniacs come? The Ratchet Lady is in a mood. She's performing her own brand of therapy on the victims, turning them into bloodthirsty maniacs. Y. Scheduled to ship in March 2023.  
VRG FG010 .....\$19.99

# STARFINDER

**STARFINDER TO DEFEY THE DRAGON**  
As a planet rebels against the dragon's tyranny, a group of heroes seek legendary technology from the ancient past—four one-of-a-kind mechs!  
**PZ07605 MSRP \$24.99**

**STARFINDER FLIP-MAT: METROPOLIS**  
This map features a modern city center on one side and a wide-open traffic circle around a modern sculpture garden on the other.  
**PZ07334 MSRP \$16.99**

**STARFINDER INTERSTELLAR SPECIES**  
Bring an array of aliens—both weird and familiar—to your science fantasy adventures with Interstellar Species, the newest rulebook for Starfinder!  
**PZ07120 MSRP \$44.99**

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MINIATURES BOX

Includes miniatures for the Final Girls and Killers found in the following products: Into the Void, Panic at Station 2891, A Knock at the Door, Once Upon a Full Moon, Madness in the Dark. Scheduled to ship in March 2023. VRG FGMB2.....\$24.99



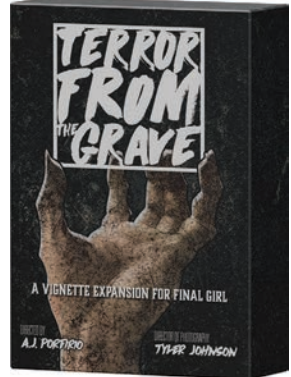
ONCE UPON A FULL MOON FEATURE FILM EXPANSION

Over the river and through the woods to grandmother's house you go. Never mind the growling, it must be your imagination, just keep skipping and singing. You stop in your tracks as a big, bad wolf leaps onto the path in front of you. Its eyes glow red and drool drips from its fangs as it stands on the path between you and your destination... Grandma will have to wait. Not every story ends happily ever after. This isn't the Big Bad Wolf you imagined as a child. Featuring "hunt" and "slay" modes, the killer will take different actions depending on what mode it is in, making for yet another unique challenge for you to tackle! Scheduled to ship in March 2023. VRG FG009.....\$19.99



PANIC AT STATION 2891 FEATURE FILM EXPANSION

The arctic Station 2891 features new unique challenges. Anyone who stays outside too long risks succumbing to frostbite, but the only escape is via the helicopter traveling to and from the station from the Arctic airport. Will you try to save your comrades against all odds, or look out for numero uno and use them to buy yourself time? Requires Core Box (VRG FG000) to play. Scheduled to ship in March 2023. VRG FG007.....\$19.99



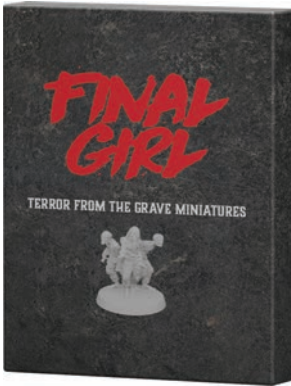
TERROR FROM THE GRAVE VIGNETTE EXPANSION

Scheduled to ship in March 2023. VRG FGV02.....\$9.99



VEHICLE PACK

Scheduled to ship in March 2023. VRG FGVP2.....\$9.99



ZOMBIES MINIATURES PACK

Scheduled to ship in March 2023. VRG FGZOMBS.....\$19.99

WARGAMES ATLANTIC

WORLD ABLAZE

Scheduled to ship in January 2023.



BRITISH SAS/COMMANDOS

WGA WAAWA005.....\$34.95



GERMAN SENTRIES

WGA WAAWA004.....\$34.95

WARLORD GAMES

HAIL CAESAR

Scheduled to ship in February 2023.

SPOTLIGHT ON



HAIL CAESAR 2ND EDITION RULEBOOK

On the battlefields of history, only the sinew of men and the cunning of generals will prove victorious. With Hail Caesar, you can raise an army of ancient warriors and take them into battle against your friends, recreating some of the most famous and legendary battles ever fought. Hail Caesar is a set of massed-battle wargame rules that allow you to recreate any number of battles from throughout ancient history, including all the rules necessary for open conflict and siege assaults. This 236-page hardback book written by renowned games designer, Rick Priestley updates the Hail Caesar game with amended rules and all new features such as rules for sieges and the extension of the timeline to include such conflicts as the Hundred Years War and the War of the Roses. WL9 109930002.....PI

SPOTLIGHT ON



CAESAR'S GALLIC WARS STARTER SET

WL9 101510003.....PI

SPOTLIGHT ON



CELT STARTER ARMY

WL9 102011501.....PI

WHY NOT GAMES



ROCKET AGE RPG: BLOOD RED MARS (5E)

Blood Red Mars (5e) brings the Red Planet in all its blood soaked glory to Rocket Age (5e). Inside you will find: A complete gazetteer of Mars from the Polar Ice Caps, across the Great Silt Sea, and on to the canal valleys and sun blasted deserts. Dozens of story and character hooks for GM and player alike. A look at the organizations, both Martian and Alien, active on Mars that can serve as friends, foils, and foes. An in depth look at the Chanari, the only native culture of Mars that still prospers. Scheduled to ship in February 2023. WNG 0529.....\$40.00

WIZKIDS/NECA

CRITICAL ROLE UNPAINTED MINIATURES: W04

Scheduled to ship in March 2022.



ASHARI STONEGUARD & ASHARI SKYDANCER

WZK 90631.....\$8.99





**ONI**  
WZK 90627 .....\$8.99



**PLATINUM GOLEM**  
WZK 90630 .....\$8.99



**SERPENTFOLK & SERPENTFOLK GHOST**  
WZK 90626 .....\$8.99

### CRITICAL ROLE: THE MIGHTY NEIN BOXED SET

Heed the call to adventure alongside the heroes of Exandria: The Mighty Nein! As the newest entry into the Critical Role inspired line, Critical Role: The Mighty Nein Boxed Set offers high quality painted versions of the group of unsung heroes decked out with some of their most iconic gear. Relive the Mighty Nein's journey through Eiselcross! From their sea voyage across the Frozen Depths, to traversing Foren's icy landscape, to battling various frosty foes, to delving into the ancient ruins of the magical city of Aeor and a showdown with an old friend. Scheduled to ship in March 2023.



WZK 74277 .....\$69.99

## SPOTLIGHT ON



### DUNGEONS & DRAGONS: REPLICAS OF THE REALMS - PSEUDODRAGON LIFE-SIZED FIGURE

You never forget your first pet, so how could you ever overlook your first Pseudodragon familiar? This life-sized pseudodragon is 14" long and made from soft foam that's hand painted to show off each and every scale, tooth, and claw. This companion figure is incredibly lifelike and sure to be a focal point in your store, game room, or study! This iconic *Dungeons & Dragons* creature is ready to be displayed in a place of honor whether that is perched atop your stacks of *Dungeons & Dragons* sourcebooks or on your desk to keep you company while you pursue your arcane studies! Images not final. Scheduled to ship in March 2023.

WZK 68507 .....\$65.00

## DUNGEONS & DRAGONS: HONOR AMONG THIEVES - PHUNNY PLUSH BY KIDROBOT

Scheduled to ship in March 2023.



### DISPLACER BEAST

This ferocious beast is taking a rest after its time in the arena. Though it may be haggard and scarred from being battle-tested, it is also incredibly cute with its soft, cuddly body and adorable little toe beans! If you are lucky enough to befriend this beast, you can be sure that it will be a loyal and trusty companion so long as you take care of it as well (try some treats!). Sitting over 7 inches tall, this precious plush is made from the softest premium materials and lots of love.

WZK 68335 .....PI

### GELATINOUS CUBE

Upon first glance, this soft friend may look like an inert cube of jelly, but its face has a hungry determination. That being said, it will make a great friend as long as you keep it fed — maybe throw it an adventurer or two as a snack every once in a while! If you look closely, some bits and bobs are already floating around inside this adorable cube of jelly; don't mind the glow-in-the-dark bones and various belongings of adventurers long gone!

WZK 68337 .....PI



### MIMIC 11" GID

You may recognize this iconic *Dungeons & Dragons* creature, but you have never seen it like this before! Its gaping mouth is brought to life in new, vibrant colors, but that is not all; its smile shines brightly, even in the dark! This plush of the iconic Mimic has glow-in-the-dark teeth and eyes so that even in darkness you will always know it's there...watching you...

WZK 68336 .....PI

### OWLBEAR

As seen on the big screen in *Dungeons & Dragons: Honor Among Thieves*, this large, ferocious owlbear can now become your cuddly beast friend forever (your BFF)! Whether you imagine this creature to be simply your animal companion, or perhaps a human friend in their alternate beast form, this soft and fluffy plush is sure to put a smile on your face.

WZK 68339 .....PI



### THEMBERCHAUD 13"

Dragons come in all shapes and sizes and this cuddly friend is large, round, and perfect for hugging! Like any red dragon, this creature is incredibly protective of their hoard and will stop at nothing to keep it safe. This dragon can make a great protector for your valuable belongings should you allow them to guard them as their own (you just might have some trouble getting them back...). This fierce and friendly plush sits at 13 inches tall and is made from the softest premium materials and lots of love.

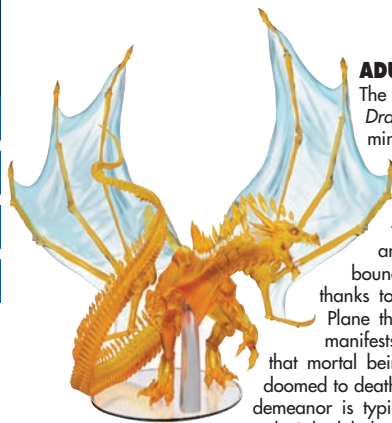
WZK 68338 .....PI



## DUNGEONS & DRAGONS: ICONS OF THE REALMS

## DUNGEONS & DRAGONS: IDOLS OF THE REALMS 2D

Scheduled to ship in March 2023.



### ADULT TOPAZ DRAGON

The D&D Icons of the Realms: Adult Topaz Dragon is an excellent addition to your miniatures collection or display shelf. This highly detailed sculpt features a fully translucent body and wings with fine painted details. This Topaz dragon will make for a great foe or ally for any adventure! Decay and despair are bound up in the nature of topaz dragons, thanks to the necrotic energy of the Negative Plane that suffuses them. Their psionic power manifests the fundamental entropic principle that mortal beings and their creations are ultimately doomed to death and decomposition, and the dragons' demeanor is typically morbid and curmudgeonly as a result. Scheduled to ship in March 2023.

WZK 96165 ..... \$99.99



### BEHOLDER HIVE

WZK 94526 ..... \$14.99



### SCALES & TAILS - SNAKE DEN

WZK 94522 ..... \$14.99



### SCALES & TAILS - REPTILE DEN

WZK 94521 ..... \$14.99



### LICH TOMB

WZK 94525 ..... \$14.99

### DRAGONLANCE - WARRIOR SET

D&D Icons of the Realms: Dragonlance - Warrior Set is a blister pack comprised of six unique miniatures who are perfect additions to your next Dragonlance adventure. They are also fully compatible with the soon-to-be released Warriors of Krynn board game featuring heroes who participate in large scale military battles. Scheduled to ship in June 2023.

WZK 96233 ..... \$49.99



### HONOR AMONG THIEVES - MONSTERS BOXED SET

D&D Icons of the Realms: Honor Among Thieves - Monsters Boxed Set is a new set of miniatures based on the upcoming theatrical release of Dungeons & Dragons: Honor Among Thieves! Collect some of the most iconic monsters from the Dungeons & Dragons universe in this exciting set. Order yours today! Scheduled to ship in March 2023.

WZK 96245 ..... \$39.99

### ZUGGTMOY, DEMON QUEEN OF FUNGI

The Demon Queen of Fungi, Lady of Rot and Decay, Zuggtmoy is an alien creature whose only desire is to infect the living with spores, transforming them into her mindless servants and, eventually, into decomposing hosts for the mushrooms, molds, and other fungi that she spawns. This impressive miniature stands just below 4.5 inches tall on a 75mm base. Images not final. Scheduled to ship in April 2023.

WZK 96251 ..... \$49.99



## SPOTLIGHT ON



### DUNGEONS & DRAGONS: NOLZUR'S MARVELOUS UNPAINTED MINIATURES - ADULT BLUE DRAGON

Scheduled to ship in July 2023.  
WZK 90603 ..... \$89.99

### TRAGEDY LOOPER: NEW TRAGEDIES

In *Tragedy Looper: New Tragedies*, 1-3 players are Protagonists attempting to escape a time loop engineered by one player acting as the Mastermind! The Mastermind player selects a script, either one of the 13 scripts included or one created themselves, and sets up the game accordingly. The Protagonist players don't yet know the details of the tragic events about to unfold. Protagonists will uncover clues and discover more information as they go through "loops" consisting of several days each until they reach the final loop where they will have one last chance to guess the entirety of the Mastermind's plans. If they fail, the Mastermind wins! Scheduled to ship in March 2023.

WZK 87528 ..... \$39.99



### WIZKIDS DUNGEON DRESSINGS: TRAPS

Scheduled to ship in April 2023.



### DEVILISH DEVICES

WZK 93509 ..... \$49.99



### HIDDEN HAZARDS

WZK 93510 ..... \$49.99





DECK-BUILDING GAME

# DARK NIGHTS METAL

**BATMAN HAS DISCOVERED A DARK MULTIVERSE AND UNLEASHED EVIL VERSIONS OF HIMSELF UPON OUR WORLD!**

The **Justice League** must band together to defeat **Barbatos**, **The Batman Who Laughs**, and their **Dark Knights**. One Super Hero won't be enough to overcome these challenges. You'll need to save **Batman** and other **captured Super Heroes** and recruit them to your team to **save the Multiverse!**

- Based on hugely popular *Dark Nights: Metal* comic book series
- The Batman Who Laughs menaces players by Capturing Super Heroes
  - Introduces ability to Recruit Super Heroes
- Super-Villains that offer instant rewards when defeated instead of being added to your deck
  - 20+ Metal cards with shiny foil treatment
- Compatible with other games in DC Deck-Building Game series



MSRP \$40  
Release Date **AVAILABLE NOW**

FOR MORE INFORMATION, VISIT **CRYPTOZOIC.COM**



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(s20)



**boop.**

# THE CLEVER ABSTRACT IN CAT'S PAJAMAS



**boop.**

SND 1009..... \$39.99 | Available Now!

Shortly after I signed my first game, *Hues and Cues*, in late August of 2019, I began thinking "what's next"? Abstract games have always been my favorite. Like most, I grew up on Chess, Checkers, and Chinese Checkers. As an adult I own and enjoy the entire *GIPF* series, *Tak*, *Onitama*, *Santorini* and countless more.

I began thinking about mechanics I had never seen used in a published abstract game before. I got to thinking about meteors dropping from the sky and hitting the ground. The result would be a crater. I imagined a piece striking the board and pushing any pieces away by the force of impact. I ran through at least a dozen variations of theme and mechanics over the next two months before settling down with a played piece simply pushing all adjacent pieces - unless there was a piece next to it that prevented its movement. But I left it without a theme.

## BUILDING THE GAME

Now that I had decided on a base mechanic to build the game around, the real work began. Board size was something I fought with a lot. I really wanted to allow the pieces to fall off the edge of the board (instead of clogging it up), and a larger board made that happen rarely. A six-by-six square grid was my final selection, and I was leaning towards seven pieces for each player (I had narrowed it down to two players at this time). Multiple playtests showed that seven was too few as players ran out of pieces too soon. One more was added, and I found that the eighth piece only got played around 10% of the time. This is when placing 8-on-the-board became an alternate win condition (in addition to three-in-a-row).

## POUNCE HOUSE

The idea of cats jumping on a bed came to me from the commercial which shows a salesman balancing a glass of wine on a mattress to demonstrate how their product wouldn't cause it to spill when jumped on. This theme fit perfectly. Cats will spook when startled, so having them jump away when another cat lands was thematic. Going over the edge, off the bed, and then returning also fit the theme.



I struggled with a new name for an evening or two before landing (pun intended) on Pounce House. I took one of the wooden boards and recovered it with a printout of a duvet and surrounded the edges with crape paper to simulate a bed skirt. Scott Morris offered to test out his new 3D printer by manufacturing cats to replace the glass beads. When they arrived I hand-painted them in traditional cat colors (black and orange) and had a more interesting prototype to share!

## WAITING

It wasn't until Fall of 2021, at our favorite convention, Geekway to the West, that I started showing it again. I had chatted with Curt (of Smirk & Dagger) beforehand and encouraged him to come to the show. My ulterior motive was to show him a couple other projects I was working on and get his honest opinions. As we were chatting about life, games and more, I pulled my only prototype out of my bag and began explaining the minor changes and the new theme.

I think he was hooked right there and then, but if you know Curt, don't play poker with him. He doesn't project until he's sure. He asked to take the prototype home to test. I sheepishly agreed, knowing it was my only example. It was only a few weeks later when he called to tell me he wanted to move forward with it immediately!

## boop.

In the succeeding months, Curt took the prototype to PAX Unplugged and other gatherings to gauge consumer interest. It was at one of these shows that the discussion about the name came up. Pounce House was good, but Curt thought he had come up with something better. He showed me his idea for a name and a mockup of a box, and I was sold. I learned from *Hues and Cues* (formerly *Guess Hue*) not to hold onto a name too tightly. Publishers know the market better than







designers, and if he thought *boop.* would get people talking better than Pounce House, who was I to argue?!

The next few months I didn't have to do a whole lot of work on *boop.* other than to peek at the progress Curt was making on the design of the box, the rulebook and the quilt! Yes, instead of a crape paper ruffle, *boop.* would include an actual stitched quilt as the board in every box!

### PREVIEWS

The last stages before production were to preview Smirk & Laughter's handmade prototypes at trade shows such as GAMA Expo. I was in attendance and we (Curt and I) were blown away by the retailer excitement. Preorders were pouring in. In fact, *boop.* had become the most preordered game in the company's history.



Because of this, the production run was more than doubled and was now the largest first print run Curt had ever ordered.



We hope with the adorable theme, your customers will give it a try. Once they do, they'll realize there's a lot of depth and strategy to the underlying abstract game. With the short play time and simple ruleset, it'll be a popular choice this holiday season and beyond.

...

Scott Brady has a career background in the printing/manufacturing industry followed by 15+ years of writing about board games for [SahmReviews.com](http://SahmReviews.com). These two passions resulted in the creation of the award-winning game, Hues and Cues. *boop.* is his second published game, with more on the horizon.





# BRIGHT LIGHTS, BIG MAGIC

(OR... SO, YOU WANT TO BUILD A CITY)

KOBOLD  
Press

## CAMPAIGN BUILDER: CITIES AND TOWNS HARDCOVER (5E)

PZO KOB9467 ..... \$49.99 | Available March 2023!

No matter how much wilderness you map or how many dungeons you explore, you're going to run into civilization sooner or later. After all, we all eventually need supplies, some healing, even just some downtime now and again. (And don't forget the ale!) Maybe that stopover's an idyllic farming village. Maybe it's a frontier town. Or maybe it's a bustling, sprawling city. "Great, new adventures," you say! For sure, but... someone needs to design it first. Where does one get started on designing interesting fantasy population centers?

Let Kobold Press and their *Campaign Builder: Cities & Towns* help! Because that's what this book was made for. And it provides all the tools you need in one place. It's going to help you build exactly the city you need, for your campaign, when you need it. The book is designed to walk you through the process.

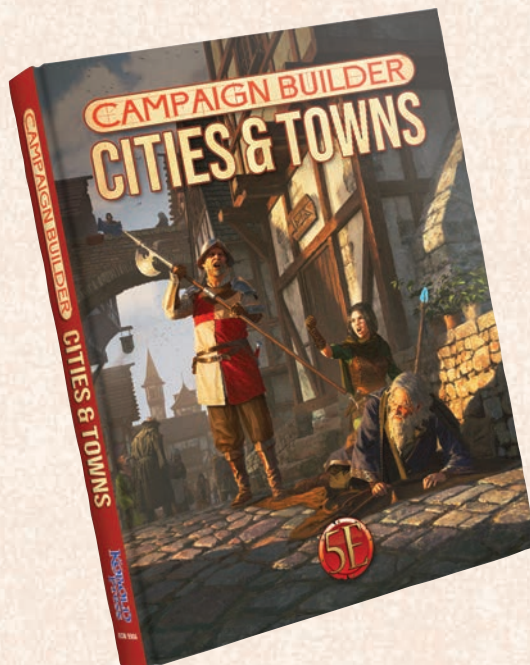


The first chapter prompts you to ask the right questions about your city, so you have the perfect foundation to build on. How old is the city? What is its primary function? What are its trade goods, its size and population, and its government structure? And then, of course, you can decide whether there's magic and, if so, its impact and prevalence. There's an entire section detailing the ramifications of whether magic is available to everyone or is limited or restricted — or even outlawed — and there are examples of how societies might look in each scenario, such as how that magic might affect the daily lives of the citizenry. So, armed with this "skeleton" of precisely the city you need, you can now break ground on building it!

The next chapter focuses on the structure of the city itself and how it relates to its location. You'll need to think about geography and climate. Is this a desert city, far from the sea, or is it on the cold, northern tundra, ringed by mountains? Or maybe it sits on some "hell gate," forever tying its fate to some planar location. These details shape the city from the very start and have far-reaching ramifications for its denizens. The chapter then leads right into describing how the architecture bridges the city's peoples and their cultures to their environment, and it details all the various possible districts in your city, from the docks to the market, from the temples to the sewers,

## CAMPAIGN BUILDER: CITIES AND TOWNS LIMITED EDITION (5E)

PZO KOB9474 ..... \$74.99 | Available March 2023!



and more. Throughout, there are story hooks — based on climate, geography, and district — to help get the creative juices flowing for the adventure to come.

You have the physical presence of your city now. But unless it's a ghost town, you need people. Of great fun here is the discussion of guilds (from craft to merchant to illicit, such as thieves' guilds), mercenary companies, and city watches, to cults and secret societies! Random tables and sample organizations help name and give purpose to any organized group of people you might need, along with new rules and pricing for henchmen and hirelings. A large section is devoted to monstrous citizens and the additional demands they might place upon the city, whether they are giants, merfolk, fire elemen-







tals, fairies, or whatever. And what book would be complete without stat blocks? There are a multitude of new urban NPCs (like the alchemist and footpad) and monsters (such as the bookworm and labspawn golem) to fill the nooks and crannies of this grand city.



With that, you're ready for adventure. The next chapter contains everything about developing city campaigns and what role the city might play. It introduces the idea of quest hubs — where characters can gather for finding new adventure — and discusses crime and punishment, restocking supplies, and city wealth and taxes. Encounters are broken down by different types, whether social, investigative, or something else, and the roles of citizens and the city guard are discussed. You'll leave this chapter with a better understanding of how to handle the logistics of urban adventures — with all those locations and NPCs — and with lots of story cues and themes for creating your own adventures.

**GTM** JANUARY 2023



And that brings us to the heroes! The last chapter covers everything about the players and their characters, presenting rules for owning property, gaining titles and privileges, and developing contacts. Plus, there are brand new backgrounds (like the vigilante), new subclasses (like the Circle of the Sewer and the School of Street Magic), and new spells and magic items.

The book closes out with an appendix chock full of random tables designed to help with, among other things, naming establishments and NPCs and providing the perfect urban encounter just when you need it. Plus, there's a character sheet designed for your city! The companion *Cities & Towns Map Folio* includes 10 wet/dry-erase battle maps (each a hefty 24 inches by 36 inches in size), and the VTT editions for digital play include those maps and all the monsters and NPCs from the book. So, if you've got the urge for some urban shenanigans and want to tailor-make your own city, then *Campaign Builder: Cities & Towns* has you covered.

...

*Scott Gable lives in the beautiful underwater city of Seattle, where he edits, writes, and publishes all the merry day. He is an editor at Kobold Press (having just finished Campaign Builder: Cities & Towns and working hard on something else!), lead designer at Zombie Sky Press (producing strange new gaming options), and publisher at Broken Eye Books (purveying fine weird fiction).*





## 4 CITY CAMPAIGNS

Urban centers are great stopping-off points for characters to resupply and pick up a side quest or two, but they can also be at the heart of story arcs or even entire campaigns. There are a variety of ways to use them in a game with endless fun for the characters. This chapter presents guidance on the role of urban centers and on the encounters and stories they bring to the table.

Two guards stand alert with bows at the ready after receiving reports of burglaries in the area, unaware of the vigilante on the rooftop above who seeks the same burglar.

### ROLE OF THE CITY

When designing an urban center, whether for short-term or long-term use, consider the following four points:

- How do the characters relate to the city?
- How can the city be useful to the characters?
- Where can the characters set up their base of operations?
- When and how the characters might move on from the city to find new adventure?

Answering these questions cements the city's role in the game world, building upon the foundation already established to bring it to life while providing characters with incentive, intrigue, and opportunity.



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## NEWCOMER ENCOUNTERS

### d8 Encounter

- 1 A fellow adventuring group, pack of mercenaries, or troupe of entertainers stands nearby, consulting a map while discussing where to go next and whether they want to visit the same shop they resupplied at last time, or if they want to try somewhere else that didn't charge an arm and a leg.
- 2 A mounted courier speeds past, too fast to catch, dropping a wrapped parcel and a list in their haste. The list details several locations in the city, as well as directions on how to get to them, the first being city hall.
- 3 A wooden stand nearby has a top-down map of the city, listing its districts and points of historic interest. Next to the map is a bulletin board full of the latest decrees, city ordinances, advertisements for local shops and events, and job postings. A flyer pinned over the rest announces live entertainment for this very evening.
- 4 Three laborers work around a sewer entrance while commiserating about the city's recent policies and what they would do if they were in charge for a change. One off-handed remark suggests that civil unrest is growing among the common folk.
- 5 Two guards at the gates address newcomers, asking for identification papers and reasons for visiting. Without good answers to either, entering the city could become a challenge of its own. Characters must succeed on a DC 12 Wisdom (Perception) check to reveal one of the guards taking a bribe to allow someone else inside.
- 6 A low-ranking city official greets newcomers, asking if anyone needs directions or would like to participate in the upcoming holiday festivities. Though they lay on thick the lure of competition, they are disinclined to describe the prize until its unveiling during the festival.
- 7 A merchant, tourist, or friendly local who entered the city at the same time stops by to ask if traveling together for a spell to explore the city would be helpful. The first stop on their list is the public baths.
- 8 The vantage that the characters step up to surveys most of the city. Rooftops, balconies, and bridges dot the cityscape, marking the direction of important buildings and attractions, if not clearly showing how to get there.

## INTRODUCTION TO THE CITY

When it comes to characters in an urban campaign, there are two types: characters that live in the city, likely familiar with some of its inner workings, and outsiders. Unless the players have been involved in the design of the city or have invested in learning about it, they will be outsiders to the city, even if their characters might not be. For this reason, as well as for keeping the adventure moving forward, new visitors to the city need to meet someone already familiar with it shortly after taking their first steps within.

A helpful nonplayer character that greets new arrivals at the gates might be cliché, but it's an effective one that addresses the aimlessness characters might experience in an environment as sprawling and open-ended as a city. Information kiosks, reception departments, and centrally posted maps are all relatively modern ideas that are nonetheless useful resources for those who are unfamiliar with the area. For a more natural way of introducing characters to the city, roll a d8 and consult the **Newcomer Encounters** table or choose an appropriate encounter.

GMs shouldn't feel rushed to have the characters experience all a city has to offer. Visiting all the districts, meeting nonplayer characters one after another, and

running through descriptions of every skyline and street sign can get overwhelming while feeling watered down as each new impression glazes over the last. Isolating the first few play experiences to just a district or two in a bigger urban environment helps to maintain the veracity of the campaign and allows the characters to build upon what already exists. Once they have experienced enough of what a district has to offer to be familiar with the area and have won the hearts of a few locals with their exploits, then it might be time to branch out and see more of what the city has to offer.

As characters grow in power and reputation, they invariably gain the attention of the people in power. Crime bosses might send a few thugs to pick them up for a little chat in a bar backroom while politicians, nobles, and royalty might extend invitations to public gatherings and formal events or even private audiences. Escalating public interest in the characters is a great way to highlight their own growth in power and success. Bringing them together with higher-authority nonplayer characters is also a great way to show how the local areas are governed and who calls the shots. Anyone of importance looking to meet with plucky heroes can be counted on to either have a problem with them or have a problem for them to solve.



## QUEST HUBS

Every group of aspiring heroes, coin-following mercenaries, and unlikely misfits needs a place to regroup, resupply, and replan. At its core, a quest hub is a meeting place where deals are made, earnings are collected, and plots are hatched—but they can be so much more. When designing a quest hub, or any gathering place for the characters, it's important to consider the following points:

- Quest hubs should be in a centralized location to provide characters with a solid starting point for any direction they choose to go. If the quest hub is located in a secluded corner of the sewers—hours of maze-like slogging and away from every interesting place in town—the GM should be prepared to gloss over transitions from one area to another.
- Quest hubs can be revolving doors of opportunities. Quest givers and other NPCs should be able to come and go as their routines dictate and new quest hooks should be easily accessible by word of mouth or job postings.
- Breathe life into the quest hub by allowing it to change over time, ebbing and flowing with the failures and successes of the characters. Triumphs against strong foes could mean trophies on display, new methods of travel and trade that are made available, personalized touches that the players collaborate on, and perhaps even proficiency or feat trainers or other hireable nonplayer characters that provide unique, game-changing services.

- Be consistent about respecting the sanctity and safety of the quest hub. The characters need a place where they can relax their suspicions of all the doors, chests, traps, and nonplayer characters that are out to get them. If playing the game is about managing tension, then the quest hub should be where the tension is released. Once a quest hub is assaulted by bad actors and monsters, its safety is compromised, and characters will start considering how to escalate the situation to regain control or move somewhere else.
- Consider providing a new, better quest hub as the characters get stronger. Perhaps the first quest hub is a humble campsite or local bar. As players grow in power and reputation, they might move on to an inn or tavern open to a town square. A general's war room, court of the fey, or newly inherited or purchased land would also make excellent quest hubs and impart their own flavor of adventure to the game.

## CRIME AND PUNISHMENT

Every community has some level of law and order to help keep the peace. Crimes are defined by the ruling class, and punishments are put into place to prevent anarchy and chaos. For an urban campaign, not every law and punishment needs to be defined, but it's important to answer a few basic questions and develop some structure for how the populace (or the leadership) protects itself from the depredations of fellow citizens. The particulars of the laws can be as vague or as detailed

## QUEST HUBS IN DIFFERENT TYPES OF PLAY

A quest hub is an excellent reason to utilize set-piece miniatures. It creates a sense of continuity and familiarity, allows players to delight in a sense of scale as well as visual and tactile cues, and gives those who collect miniatures a great reason to get repeated use out of them. Even just a flat map with a few tokens to represent characters is a great way to build up the atmosphere and encourage players to immerse themselves in the game.

In virtual tabletops (or VTTs), a quest hub is even more valuable as it gives players a home to go back to after adventuring, and a wide range of digital assets can be acquired to add personal touches. Create a dedicated tab, page, slide, or image to return to whenever the characters

finish a quest or need to relax. Make it special and unique to the party and their exploits and encourage players to play in the space, letting their imaginations inform how it comes to life.

In "theater-of-the-mind" gameplay, a quest hub can seem like a tricky thing to pull off without visual or other sensory cues, but GMs and players who enjoy this playstyle can still find the use in a quest hub. Keep a list of what makes the quest hub special, and both the GM and the players should add to it. Be descriptive about what resides there and keep notes. And most importantly, collaborate. By allowing players to add to the design, the imagery conjured during every visit will be all the more vivid.



# SAIGON ★ 75 AND NINEVEH

MODERN WARFARE IN TWO NEW GAMES BY NUTS! PUBLISHING



## SAIGON 75

AGS 22075-SAIGON75 .. \$62.00 | Available February 2023!

Two new games, portraying the end of the fratricidal struggle between North and South Vietnam from the Summer of 1973 to Spring 1975 and the liberation of west Mosul by Iraqi security forces in 2017, are coming to the tabletop from Nuts! Publishing and distributed in US by Ares Games. *Saigon 75* is a fast-playing, strongly asymmetrical historical and strategic game, and *We Are Coming, Nineveh!* a two-player intense tactical game with modern mechanics and an amazing graphic design.

In *Saigon 75*, the Communist forces from North Vietnam and the Viet Cong fight against the Liberal forces from South Vietnam for the control of the capital, at the end of the Vietnam War. After the US troops have gone home, the North Vietnamese regime plans to take Saigon as quickly as possible against a well-prepared but corrupt South Vietnam. One player controls the northern forces and the other controls the southern forces (the Army of the Republic of Vietnam). The game also includes a solo mode with the player controlling the South as they attempt to resist the onslaught of an automated enemy, guided by specific cards.



Designed by Pascal Toupay and Jean-Philippe Barcus, *Saigon 75* provides a tense and exciting game experience with just a few pages of rules and a playing time of one hour. The game portrays the differences between North Vietnamese divisions and the Rangers/Marines/Paratroopers and other units of the South Vietnamese. Air power and desertion are also featured, with the experience being completed by event cards that give the game great replayability. The North Vietnam player has more activations, more events to his advantage, better battle dice, and the ability to conduct assaults on a very wide front, while his opponent has air support as well as parachute and mechanized units.

The game is played on a board representing a map of the southern part of Vietnam, divided into 20 provinces. Cambodia, Laos, and North Vietnam are also represented, and constitute territories that may only be used by North's forces. When a player activates some of their units (with a die roll and depending on their turn), they play an

## WE ARE COMING, NINEVEH!

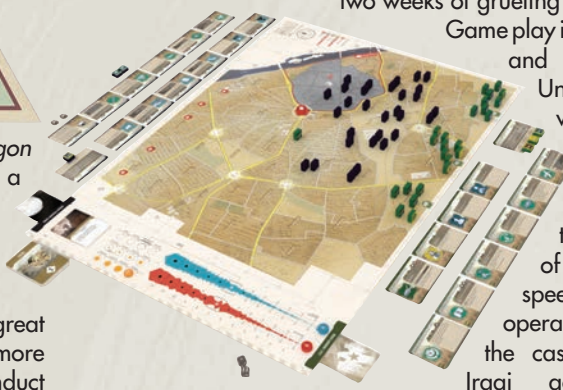
AGS 21070-WACNIN .. \$72.00 | Available February 2023!

event card from their hand. The activated units then move and attack. Battles are resolved by special dice rolls, which determine enemy losses and the number of units that must retreat. If, at the end of any turn, the North player controls the Saigon province the game ends with a North victory. The South player wins by successfully defending Saigon for eight game turns.

One of the largest and most difficult urban operations of the post-WWII era and the major defeat for Daesh is recreated in *We Are Coming, Nineveh!*, a tactical/operational-level game reproducing the Iraqi campaign to liberate the western area of the city of Mosul between 19 February and 9 July 2017. With a simple, intuitive, but highly effective system for movement and combat, *Nineveh* combines low complexity, being suited to even neophyte wargamers, with mechanics that really fit the theme.

In the game, one player assumes the role of the Iraqi security forces and the other the Daesh. They first decide on operational priorities. With their objectives established, they then select which additional capabilities they wish to bring to the fight. With more than four dozen different options — units, weapons, fire support, intelligence, advisors and training, defensive preparations, and more - each game will be different from the last. The zonal map depicts the major areas of west Mosul, including the densely-built Old City where Daesh forces made their last stand. The use of blocks maintains uncertainty and the "fog of war." Cards are used to indicate defensive preparations, air and indirect fire support, special weapons, and various other capabilities. Each turn represents approximately two weeks of grueling combat.

Game play is intuitive, engaging, and extremely realistic. Unlike most wargames where there is a single measure for victory or loss, the game assesses three key aspects of the campaign: the speed with which the operation is completed, the casualties suffered by Iraqi government forces, and the collateral damage done to Mosul. One might outperform the historical case, capturing the Old City faster — but at a terrible civilian cost. Designed by Harrison Brewer, Rex Brynen, Juliette Le Ménahèze, Brian Train, *We Are Coming, Nineveh!* game play is intuitive, engaging, and extremely realistic.



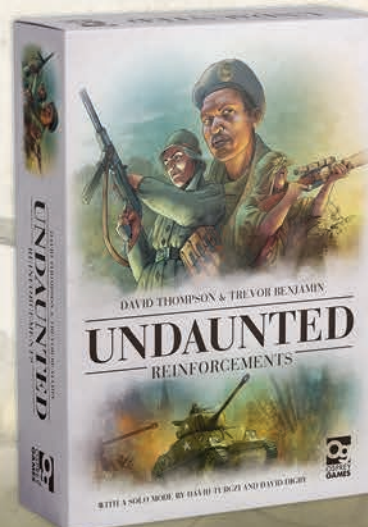
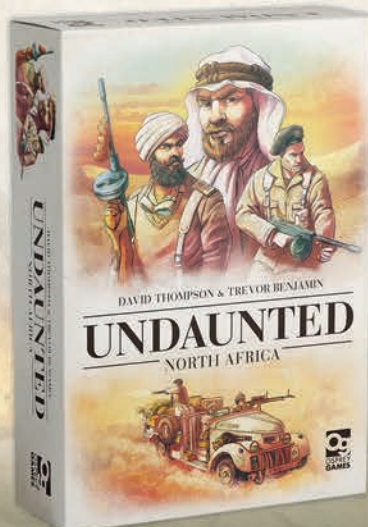
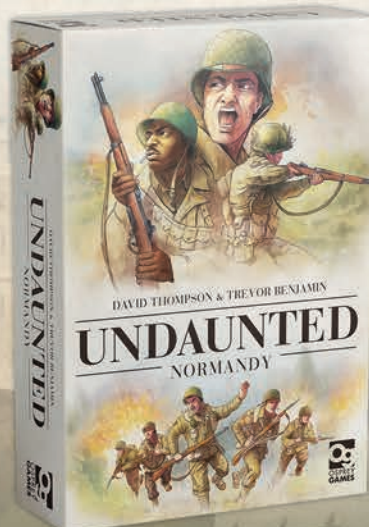




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# PAINTING HAPPY LIL MINIS



WITH DAVE TAYLOR

## EPISODE #53: SERPENT FOLK

Welcome to the latest "episode" of *Painting Happy Lil Minis* in *Game Trade Magazine*. Each month, Dave provides us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave talking about miniatures, painting, and gaming on his new YouTube channel – *Build Paint Play* – Tuesday evenings at 7pm EST. Dave is joined by veteran hobbyist (and gaming store owner) Jake Krajewski, and occasionally by other painters who each bring great advice and their own style to the conversation.

### MAINTAINING CONSISTENCY ACROSS A SET OF MODELS

Over the past few years, we've seen an increasing number of very exciting sets of miniatures presented as a group, or collection, for a specific purpose. The *Epic Encounters* boxes from Steamforged Games are probably the most recognizable (thanks in no small part to their bold box graphics), and this episode's miniatures come from their *Chamber of the Serpent Folk* set.

This set has eight different types of models, ranging from lowly cultists in robes, to beefy temple guards, to an undead serpent raised to protect a particular treasure. When painting this wide variety of miniatures, it can be very tempting to paint them all individually, with their own unique schemes and details. This is a valid approach, but for my money, I'd much rather have a set of minis with a coherent overall look.

For this set I have picked three colors to keep consistent across the whole group: Vallejo Model Color Dark Prussian Blue (snakeskin), Vallejo Model Color Red Leather (base), and Vallejo Game Color Glorious Gold (accents). There are a few other consistent colors, but these are the most important. With these as the base colors, I can then adjust the highlights a little here and there to create a different but still unified look. For example, the larger snakes are highlighted with Ultramarine Blue and Deep Sky Blue, whilst the smaller snakes are highlighted with Blue Green.

The models used as examples on these pages are from Steamforged Games *Chamber of the Serpent Folk* and *Temple of the Snake God* boxes.







Over a white spray primer, paint the undead serpent with Vallejo Model Color Dark Prussian Blue.



Lightly drybrush the undead serpent with Vallejo Game Color Ultramarine Blue.



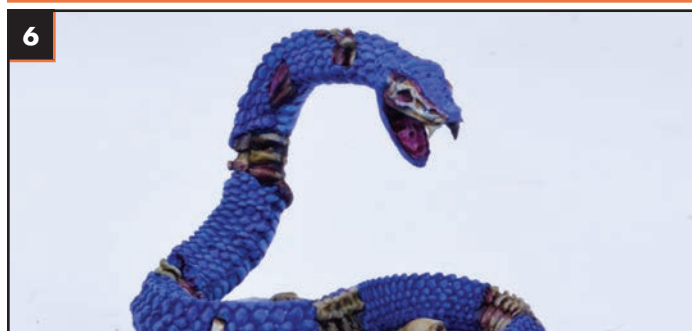
Lightly drybrush with a 1:1 mix of Ultramarine Blue and Vallejo Model Color Deep Sky Blue.



Highlight the long scales on the belly of the undead serpent with Deep Sky Blue. At this stage you can touch up the other areas with some Vallejo Game Color Dead White.



Paint the bone areas of the undead serpent with GW Contrast Skeleton Horde.



Paint the various fleshy/internal parts with random mixes of GW Contrast Volupus Pink and GW Contrast Militarum Green.

## THE DEVIL IS IN THE DETAILS

Many of these models from the Steamforged Games Epic Encounters range have fantastically detailed bases. Take your time when it comes to these, and try to keep a consistent approach across them all. To contrast nicely with the blue, I used Vallejo Model Color Red Leather as the basecoat, and then highlighted up with other sandy colours.



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life





**SPEEDPAINT: MEGA SET (TAP WP8053)**From *The Army Painter*, reviewed by Eric Steiger

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Finally, these are specifically one-coat paints. The formulation of the *Speedpaints* makes it so that they can sometimes reactivate if you paint over them. Even if they didn't, the transparency of the pigment

A few pages from this article, Dave Taylor is telling you how to carefully and lovingly base, shade, highlight, and detail a miniature with fantastic precision and eye-catching results. However, if you're not sure you're skills are up to the task, or if you just don't have as much time as you'd like, I'm happy to tell you there is an option to get a miniature done in a quarter of the time that looks perfectly adequate.

About two years ago, a certain Workshop where they make Games came out with a line of paints they claimed was revolutionary - it was a basecoat, shade, and highlight, all in one single coat. I picked up the line, and it definitely does a great job getting a miniature tabletop ready in a fraction of the time previously needed. You won't win any painting awards with it, but some of us just want to get something on the table tomorrow that we aren't ashamed of. Since then, several other companies have released comparable lines, including the subject of this review, *The Army Painter Speedpaints*.

The *Speedpaints* are a bit heavier, with a more solid pigmentation than the contrasts, letting you get good coverage with each brushstroke. They work functionally the same way, somewhere between a heavy wash and a glaze, settling into recesses with a darker finish and just tinting highlights so they look lighter. I don't know if I like them better than the contrast paints, but they also cost a lot less, and if it's that hard to tell which is a better paint, then it makes sense to go with the one which may not break the bank. I also like the fact that they come in dropper bottles instead of flip-top pots, and they have mixing balls already added for shaking. And you *definitely* want to shake these a lot, as they can settle easily.

That said, you want to make sure you use the *Speedpaints* for the right job. These are transparent by design, so if you want a solid opaque coat over a large flat surface, use a regular acrylic for it. I wouldn't use these for vehicles or terrain; both of those tend to have a smoother gradient in their highlighting than the *Speedpaints* can easily produce, so don't throw away your airbrush! Additionally, skip the zenithal highlighting for your priming scheme; these paints enjoy a primarily light base to work from. Instead, I recommend the "slap chop" method of preparation, which is to prime black, then go with a heavy, all-over drybrush of light grey to get any raised areas, and even the least recessed, followed with a light white edge highlight. This will really accentuate the *Speedpaints* strengths, as they show up much darker in the recesses but do their regular job on the raised areas.



makes it so that you can't just go over a mistake with another color; it will still show through. Instead, you have to paint over the spot with your base white or grey, then paint over that with your color. All of which is to say that these don't remove the need to paint carefully and neatly; solid brushwork is important. But if you are precise and thorough, the results really will amaze you, and absolutely look like you painted multiple layers of shades and highlights to get the effects you instead got with a single heavy coat.

If you have a particular color scheme in mind, such as for a specific unit that will all sport the same 3-5 colors, it makes sense to try the *Speedpaints* out with just those colors. These paints aren't for everybody; an experienced painter who wants to spend hours on each model will certainly not want to cut any corners. However, if you want to get a large amount of figures painted to a tabletop standard in a hurry, they're an amazing timesaver and real gamechanger.

...

*Eric is your friend, and friends wouldn't let you play bad games.*





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## GALAXY TRUCKER: KEEP ON TRUCKING (CGE 00064)

From Czech Games Editions, reviewed by John and Isaac Kaufeld

 8 & Up	 2 - 4 Players
 30 Minutes	 \$29.95

Anyone who ever read the rules of *Galaxy Trucker* from Czech Games Edition knows that truckers can add a lot of different pieces to their craft, and they should add as many of all of them as possible. With the game's new Keep on Trucking expansion, you get even more options to create an amazing ship and then watch the universe smash it to oblivion.

*Keep on Trucking* builds on last year's excellent 2nd edition redesign of *Galaxy Trucker*. Long-time fans will see some familiar tiles from the game's original expansion, but they're just a small part of the changes that Keep on Trucking delivers for game play.

Let's grab some parts from the junkyard and check the galactic charts for the top five things you can look forward to in *Galaxy Trucker Keep on Trucking*.

### A NEW FLEET OF SHIP OPTIONS

The original game provided three basic ship designs. The expansion gives you three new ship designs that add a crazy warped-space twist. With the basic ships, players hoped for very low or very high die roles during astroid and laser blast adventure cards, because they witnessed the ship. The new ships give you no reprieve.

In the smallest of the new ships, every side of the ship is numbered from 2 to 12, guaranteeing hits somewhere during battle. Likewise, the large ship gets the same numbering system with the added challenge of high and low numbers in frontal attacks wrapping around to the ship's side.

The expansion also brings back the classic science fiction TV show ship design that can lead unlucky ship builders to experience saucer separation. This made my heart very happy.

### THE FLEXIBLE CYAN ALIEN

The expansion also introduces a new color of alien. In the base game, brown aliens help with your engines and purple aliens help your guns. The new alien color, cyan, gives your ship a one shot special ability.

You choose the alien's special ability after everyone finishes building their ships and establishes the launch order. The abilities include things like saving you money due to lost components and earning extra credits from trade goods. Our favorites are the micro navigator who boosts your speed in open space and the techie who gives you an extra battery for powering tiles.

### SHINY NEW TECH TILES

Speaking of tiles, Keep on Trucking delivers a lot of new technology tiles. Some will look familiar, like the combination tiles that have a gun on one side and an engine on the other. Others are just a new and different as the aliens.

The indestructible plating tiles give your ship extra protection to balance the dangers presented by the new ship designs. Stasis chambers let you store extra crewmembers in case of emergency. The reac-

tor furnace and catapult tiles give you new ways to use goods blocks picked up during your trip.

The booster tiles are most interesting as well as being the most challenging to successfully use in the game. Boosters can help your cannons, engines, and shields, provided they're directly connected to the tiles they're boosting. That can give you some headaches during ship building, but with practice (and luck) you'll work out the best tile combinations.

### EXTREME ADVENTURE CARDS AHEAD

As if keeping your ship together wasn't challenging enough already, the *Keep on Trucking* expansion presents you with official printed versions of the Rough Roads adventure cards that were originally offered as a free print-and-play download.

Experienced truckers can include a few of these cards in the deck as they prepare for each run. The key word in that sentence is "few", because these cards guarantee nasty outcomes for your ship. The rules note that "if you don't think it's funny when your ship breaks into two pieces", then don't use this expansion. The rules

are not kidding.

### TWEAKS FOR THE TRANSGALACTIC TREK

Finally, *Keep on Trucking* cranks up the point value for the Transgalactic Trek scenario with new trucker title tiles, a tile dock, and a two-player double-tile variant.

These tiles give you new ways to earn bonus victory points at the end of the run by building either complex or truly beautiful ships. The two-player variant rewards you for picking a particular way to score points through bonus tiles during your first run and then repeating that method through the subsequent runs.

### VERDICT

We started playing *Galaxy Trucker* when it first came out. We loved building ships and sending them on missions, but other games gradually took its place in our lives. When the second edition came out last year featuring streamlined gameplay and other tweaks to the rules, it changed everything for us. The Keep on Trucking expansion makes us love the second edition of the game even more.

The booster tiles and reactor furnace present interesting challenges as you build your ships. We specifically love the new catapult tile because it improves your offense while simultaneously giving you reasons to pick up low value goods. Likewise, the adventure cards and new ship designs unleash wonderful levels of chaos into the universe.

If you're a *Galaxy Trucker* second edition fan, this expansion is a must-have item for your game shelf.

...

*John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?*





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**BEER & BREAD (CSG BB-01)**

From Capstone Games, reviewed by Brian Herman

 10 & Up	 2 Players
 30 - 45 Minutes	 \$34.95

If I'm being honest, I don't always enjoy games that are strictly for two players. Part of this is that my main gaming group is multiple people at once, so 2-player only games tend to sit by the wayside in favor of bigger, more inclusive offerings. However, there being an exception to every rule means that there are some 2-player games that are so very compelling either through theme or design that I can't help but be enamored with them. I'm happy to say that the latest offering from Capstone games, *Beer & Bread*, falls into this category.

In *Beer & Bread*, you and your opponent take on the roles of neighboring villages with a friendly rivalry to see who can brew the best beer and bake the best bread every few seasons. To start the game, randomly determine the first player and give them a windmill token. Place the season marker on the board at the first slot to indicate a fruitful season and "seed" the field with the appropriate number of resources for that season (wheat, barley, rye, and hops), as well as placing all the water tokens in the river between the two villages. Finally, deal each player 5 cards which will be either "Beer" or "Bread" cards, and play can begin.



Gameplay is moderately simple and elegant. Each round players can play cards from their hands alternating back and forth for 1 of three effects. The first option is to gain resources from the board and place into their personal storage on the gameboard. If a player takes more than they can hold and the opposing player has room to take them, the excess items are given away. The second way to play cards is to "pay" resources, removing them from storage to either bake a loaf of bread or brew beer, with each player's bakery and brewery able to hold 1 card once brewed/baked. The third way to play cards is to "upgrade" their village in some way, tucking the card under that side of the board for a permanent affect for the rest of the game, which also "cleans" the bakery/brewery for that player, removing any beer and bread cards and placing them in a score pile to the side of the board. This versatility in cards is subtly elegant and brilliant in its design, which when combined with the self-balancing mechanic of resource allocation, makes every game very tight and close.

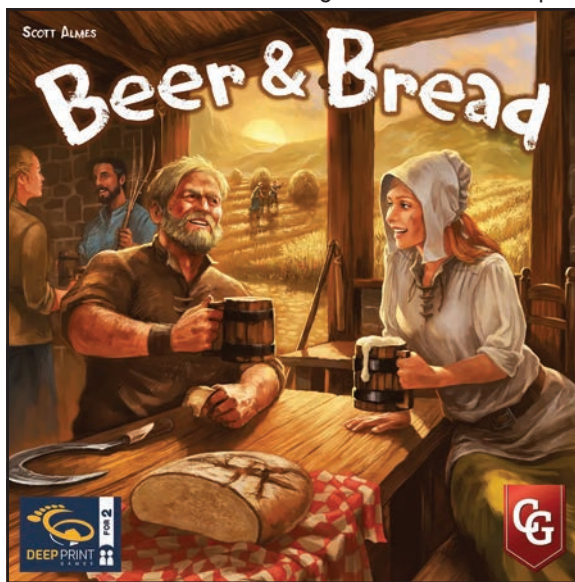
Each round is played as a season, and seasons alternate between "fruitful" and "dry", each with their own set of rules. During "fruitful"

seasons, the board is more populated with resources, and players trade hands between playing each card. During "dry" seasons, the board has less resources to draw from, and there is a set of 3 "exchange" cards laid face up on one side of the board. During a

player's turn, he can swap a card from his hand for one of these cards provided it can be played immediately. In addition, during "dry" seasons, players do not swap hands between plays, and their initial hand of cards is populated from the cards they used during the "fruitful" season to gain resources. Between each round, the first player windmill token is given to the player who has the fewest resources, with a tie meaning it just changes hands.

At the end of the sixth round the game is over. Each player with a bread and/or beer in either their bakery or brewery "cleans" both locations placing them into the score pile. Then

each player tallies the gold value of both their beer and bread, with the lower tally being that players score. The player with the highest score wins.



I can't say the word "elegant" enough to describe *Beer & Bread*, it's the one word that keeps coming to mind. From the scoring system designed to make a player tackle both items equally to the distribution of resources to the fruitful season hand swapping, everything about this game is designed to balance things out between two players. Which may be why I like it so much, if I'm being honest. With the field constantly leveling and shifting to keep things even between players, the best player is the one who plays the smartest, and that appeals to the gamer in me. If you get a chance, check out *Beer & Bread*, you won't be disappointed.

...

Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's Smash-Up, WizKid's HeroClix line, as well as classics like Settlers of Catan and Munchkin.





**DISNEY SORCERERS ARENA: EPIC ALLIANCES (USO HB004764) & EPIC ALLIANCES - TURNING THE TIDE EXPANSION 1 (USO HB004781)**

From USAopoly/The OP, reviewed by Whitney Grace

 13 & Up	 2 or 4 Players
 35 Minutes	 PI

Full disclosure: I become happy every time I hear Disney music and see the mouse ears logo. My first exposure to *Disney Sorcerer's Arena* was the app, but then I learned about the tabletop board game from The OP, and I was excited to give it a try.

*Disney Sorcerer's Arena Epic Alliances* is so similar to the app - from the character art, attacks, and most of the game mechanics. The best part, however, is it doesn't require level grinding.

*Disney Sorcerer's Arena Epic Alliances* invites Summoners (players) to assemble teams of their favorite heroes and villains from the Disney pantheon, and then fight an epic, strategic battle royal to determine the victor.

The core set, *Disney Sorcerer's Arena Epic Alliances*, includes a handbook, game board, eight character decks, eight character ability cards, four reference cards, turn marker, status counters, victory point tokens, status effect tokens, turn order tokens, eight base rings, and eight acrylic standee characters.

There's a slight learning curve to the gameplay, but the Summoner's Handbook breaks down the rules for quick retention. Summoners start by selecting characters for their teams, then assigning them a turn order indicated with the turn order tokens. Summoners can mix and match and make teams with the Disney heroes: Mickey Mouse, Aladdin, Ariel, or Sully and/or the Disney villains: Gaston, Maleficent, Demyx, or Dr. Facilier.

Next Summoners shuffle characters' respective cards into a deck and review character ability cards. The character standees have hit counters and the red or blue base rings have markers to indicate damage. Whoever has the lowest character initiative plays first.

The gameplay uses rounds with a turn-by-turn system and each turn has three phases. The first is the "Starting phase" when a status effect token is removed from a character's status counter. KOed players can also return to the starting area on either side of the arena. It ends when the Summoner draws a card from their deck.

The "Main phase" has three sub-phases: Movement, Action, Skills. Summoners can play any of the sub-phases in any order, but only once per round. The "Movement sub-phase" moves the standee on the board, the "Action sub-phase" is the attack portion, and with the



"Skills sub-phase" characters can use the special abilities listed on their cards.

During the "Ending phase," the turn marker is moved to the next character. Characters can be upgraded with special moves by discarding certain

cards. Summoners earn victory points by standing on a golden space or knocking out a character, then they are awarded that character's victory point value. The winner is whoever first gets 20 victory points first or a Summoner's deck is empty.

Like many tabletop releases, *Disney Sorcerer's Arena Epic Alliances* is specifically designed for expansions, with each featuring three more Disney heroes and/or villains to add to your pool of available characters. The first expansion, *Turning the Tide*, includes Moana, Stitch, and Davy Jones.

The *Turning the Tide* expansion pack expands the gameplay by adding different arena tiles, a new status effect, and constant abilities. The constant abilities are listed on a character's card and are always in play. The ocean tiles give advantageous moves to oceanic characters.

The tabletop version of *Sorcerer's Arena* might not have the app's animations, but it more than makes up for it with fast and fun gameplay. I adore that The OP has included so many great characters in the initial release. The best treat (for me, anyhow) is Gargoyles's Demyx, a much-underrated villain.

*Disney Sorcerer's Arena Epic Alliances* will satisfy any Disney fan, because it combines old friends in a new world. You could almost say a whole new world for Summoners like you and me.

...

Whitney Grace is a professional writer, pop culture historian, podcaster, and game creator. She was kicked out of her first D&D group because she didn't take the game seriously. Her roommate is an oversized, loud-mouthed kiwi bird.





# LEGENDARY DBG: BLACK WIDOW EXPANSION (UDC 97444)

From Upper Deck Entertainment, reviewed by Thomas Riccardi

 14 & Up	 1 - 5 Players
 30 - 60 Minutes	 PI

Abandoned at a young age, Natasha Romanoff was subjected to her training in the Red Room making her a versatile assassin. Growing up she learned to put her skills to better use shedding her old identity and becoming the Black Widow. Now armed with all of her abilities she tries to go up against some fearsome foes like the dreaded Taskmaster. Will you be able to take down these new masterminds or will you succumb to their power? This is the setting of the latest expansion in the *Legendary* deck-building universe, welcome to the *Black Widow* expansion from Upper Deck Entertainment.

This latest expansion for the *Marvel Legendary* deck-building game so you will need to own one of the base sets to play. For those that are unfamiliar with the *Legendary* card game series here is a brief primer: you are one of the agents of the international peacekeeping agency known as S.H.I.E.L.D. As agents you are tasked with stopping the evil mastermind and villains who are trying to destroy the city. You do this by not only recruiting agents but also powerful superheroes to take down the mastermind. If everyone works together and takes down the mastermind four times then everyone wins; however, the person with the most victory points scores an individual victory. Everyone starts out with eight S.H.I.E.L.D. agents which are used to recruit heroes and four S.H.I.E.L.D. soldiers which can be used to deal damage against villains or henchmen. You will use these heroes to defeat the villains before they can escape and if they do this means dire consequences for everyone involved. So you will need to work together to take down the villains while recruiting some of the strongest heroes in the universe.

In the *Black Widow* expansion, you are given an additional hundred cards. These cards not only cover the two new masterminds, Taskmaster and Indestructible Man, and each of these new masterminds are deadly in their own unique ways. Taskmaster is dangerous as he can choose to call on any henchman from a player's victory pile to enter the city. Indestructible Man is another nefarious mastermind that at first cannot be hurt by the heroes and grows stronger during the course of play.

The five new heroes are Black Widow, Falcon and the Winter Soldier, White Tiger and of course the (dare I say it?) legendary Red Guardian. Each of these heroes has a myriad of abilities to call on. Two of the signature new abilities are Undercover and Unleash from

Undercover. These are new rules which allow you to either transfer heroes to your victory pile or from it into the course of play.

Additionally, some of the character cards allow the heroes to dodge villains or henchmen instead of fighting them altogether. There is also another powerful ally that the heroes can call on - Yelena Belova - and she has some amazing abilities that will assist the heroes in a pinch.

And speaking of villains, there are some new ones in this expansion as well and they are the Taskmaster's Thunderbolts team! Comprising the team are the masterful assassin Bullseye, a mercenary known as Joystick, Jester - who is a masterful acrobat, and Jack O' Lantern who is a highly skilled hand to hand combat specialist. These villains will give any of the heroes a run for their money as they

have deadly abilities that can hinder heroes' efforts to bring down the masterminds.

Also included in this expansion are four new schemes that range from corrupting the spy agencies to training the Black Widow in the Red Room. Each of these schemes brings an additional twist to the game making it even more challenging for the players. All of the new rules are covered on the enclosed rule sheet and explain how these new abilities and cards come into play with your existing

*Legendary* sets. This expansion also hits a milestone as this is the 30th expansion in the *Legendary* line and brings some of the best cards to the game.

The *Black Widow* expansion brings some of the most powerful masterminds as well as heroes and villains to the *Marvel Legendary* *Marvel* deck-building game. Whether you are taking down the Taskmaster solo or with up to five of your friends, these new cards and mechanics will bring a depth to your games that you have not seen before. For more information on this and other expansions head over to <https://upperdeckstore.com/games.html> and get ready to enter the Red Room.



When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.







# SHADOWRUN®

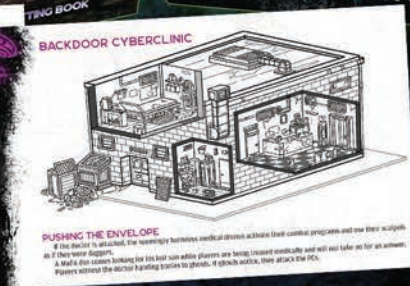
## BUILD YOUR RUN!



The Sixth World setting is the heart of **Shadowrun**, and two new products help players bring the world to life in their games.

**Emerald City** is the Seattle sourcebook for **Shadowrun**, **Sixth World**, detailing all the districts of the city including information on the people and places that make the district move and shake. With vivid information on people and places along with qualities that help shape characters who might come from each district, this book helps weave the city into your game in new ways.

**Shadow Points** also brings locations to life. This deck of cards details thirty locations that can be dropped into any city in the Sixth World. These include a cubicle farm, police station, shopping mall, and more. With information on entrances, exits, security, and more, this deck makes it easy to work in a wide range of locations into any mission, keeping the action moving while throwing new challenges at the players. While it's designed for **Shadowrun**, **Sixth World**, **Shadow Points** is useful to anyone who wants a working list of beautifully illustrated cyberpunk locations!



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## Greetings GTM Fans!

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players



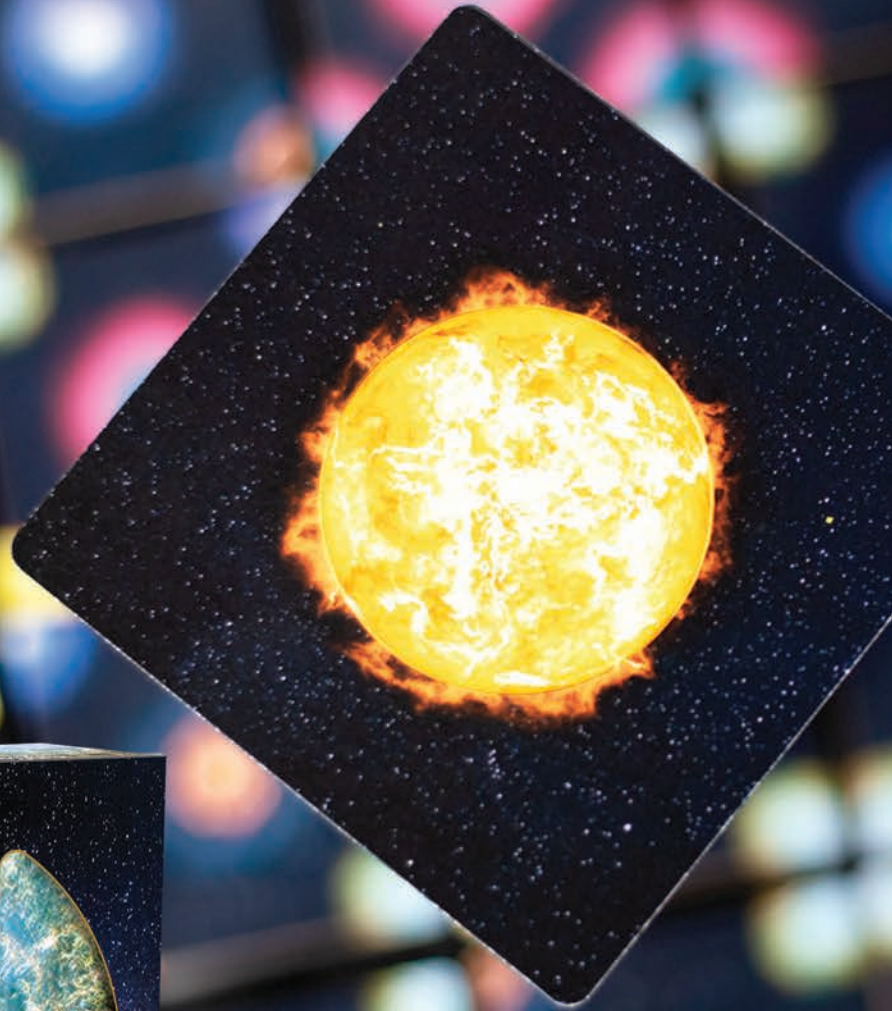
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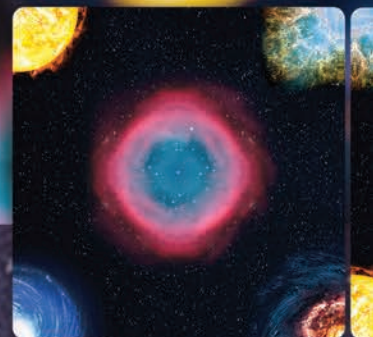
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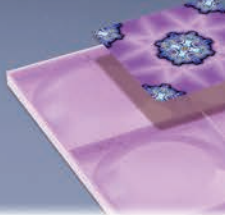


in a game...

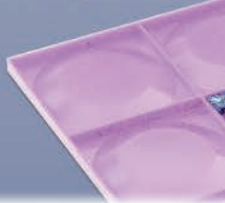


First to score 30

Place Tiles



Swap Tiles

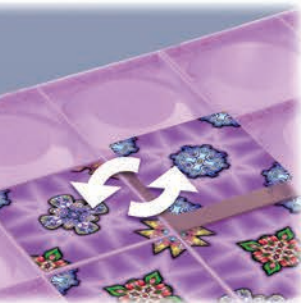
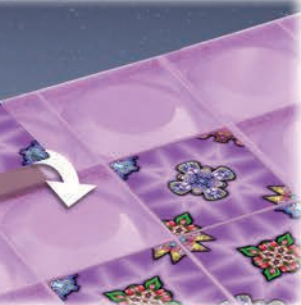


Score by match



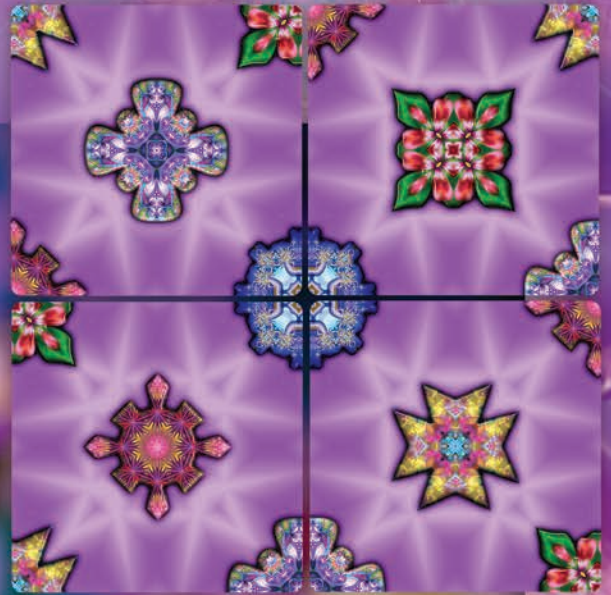
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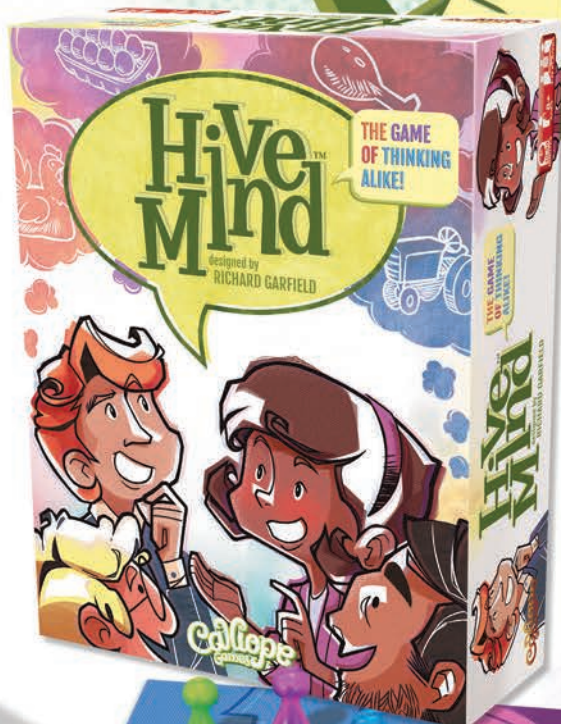
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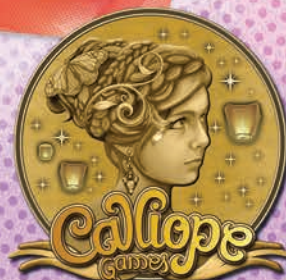
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